

STAR WARS
THE FORCE AWAKENS
BEGINNER GAME

READ THIS FIRST

Welcome to the *Star Wars: The Force Awakens* Beginner Game! If you're new to roleplaying games (RPGs), then read on for a quick introduction. If you're familiar with RPGs, then you can proceed directly to the adventure book and get started immediately.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game (RPG) is an exciting cooperative storytelling experience. Like many games, it has rules, components, and dice to help describe and resolve the action. Unlike most games, an RPG has no winner or loser and no opposing teams. If everyone has fun, then everyone wins!



WHO ARE THE PLAYERS?

One player is the Game Master (GM). The Game Master takes the role of the setting and all the minor characters. He or she directs the plot of the story and controls the antagonists. This player should take the adventure book.

The other players are hero players. Each of them controls one Player Character (PC). Hero players make decisions for their PCs and react to the plot and setting created by the GM. Each hero player should choose one character folio.

EXAMPLE OF PLAY

Alex, Brian, Christy, Diane, and Ellie have gathered together to play *The Force Awakens* Beginner Game. Ellie takes the role of the Game Master, or GM. Brian, Christy, Diane, and Alex take the role of Player Characters, or PCs. Diane is playing Mhar'li, a dashing and skillful human ace pilot. Brian is playing Tiras, a tough and resourceful human scavenger. Christy is playing Fira, a commanding and deadly human soldier, and Alex is playing Bormo, a meditative and strong Abednedo colonist.

The five friends are seated around Ellie's kitchen table. Alex, Brian, Christy, and Diane have their character sheets, pencils, and some scratch paper close at hand. Ellie has a notebook, the adventure book, and the rulebook, as well as a pencil. The five of them are sharing dice, which have been gathered in the middle of the table in easy reach of everyone. Each of the players brought a snack to share.

We join the group in mid-session, with Mhar'li, Tiras, Fira, and Bormo preparing to repel an attack by a group of vicious gangsters on Jakku. The PCs take up positions in a wrecked Corellian Corvette; ready fight back agains their foes!

Continued within...

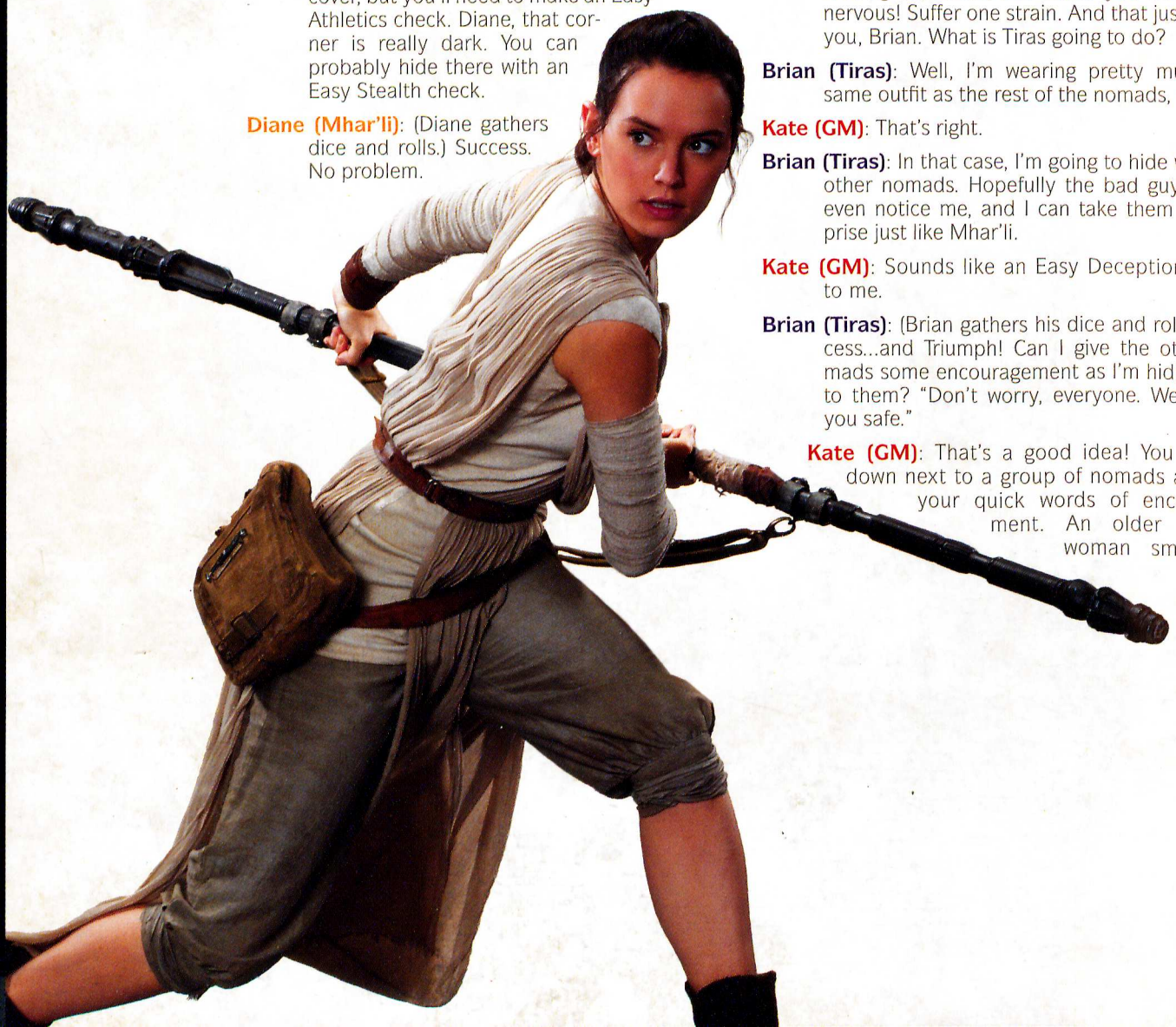
Ellie (GM): You run through the airlock and slam it shut. There's no lock, so it won't hold the Strus Clan back for long. The hallway just beyond the entrance is full of junk—lots of crates and boxes. It's also really dark around the door. The nomads haven't been replacing lumin globes! Otherwise, parts of the hallway are narrow enough that one person could make a stand and stop anyone from getting deeper into the ship. You look down the corridor, and it seems like some nomads are fleeing deeper into the ship, but some are staying put and hiding in cover, basically doing the best they can to stay out of the line of fire. You have just enough time to do one thing to prepare for the attack. What do you do?

Christy (Fira): I pull down some of those boxes and make a barricade. If it's one thing an old soldier knows, its to keep your head down!

Diane (Mhar'li): Good thinking! I'm going to slip into the shadows around the doorway. I'll give Fira a cocky grin. "Keep them distracted, soldier, and I'll hit 'em where they least expect it!"

Ellie (GM): Sounds good, you two. Alright, Christy, Fira has a couple of huge crates near her that she can pull over. That'll provide some good cover, but you'll need to make an Easy Athletics check. Diane, that corner is really dark. You can probably hide there with an Easy Stealth check.

Diane (Mhar'li): (Diane gathers dice and rolls.) Success. No problem.



Christy (Fira): (Christy also gathers dice and rolls.) All right, Success and one Advantage.

Ellie (GM): Ok then, Mhar'li, you hide easily in the corner. Fira, you pull the crates down and then crouch down behind them. Having a solid box between you and the enemy is reassuring, so you can recover one strain. Brian, Alex, how about you guys?

Alex (Bormo): My character believes in protecting others. Bormo is going to stand in the middle of the corridor to keep the bad guys from getting to the nomads.

Brian (Tiras): That's brave, dude. Stupid, but brave!

Alex (Bormo): Thanks. You just make sure you back me up!

Kate (GM): Okay. Alex, I need you to make an Easy Discipline check to hold your ground. But since you're playing to your character, add a Boost die to the check.

Alex (Bormo): Cool! (Alex gathers his dice and rolls.) Well, thanks to that Boost die, I succeeded. But I do have one Threat.

Kate (GM): Bormo, you stand in the middle of the coridor and hold your shockstaff ready. You're looking confident, but inside you feel pretty nervous! Suffer one strain. And that just leaves you, Brian. What is Tiras going to do?

Brian (Tiras): Well, I'm wearing pretty much the same outfit as the rest of the nomads, right?

Kate (GM): That's right.

Brian (Tiras): In that case, I'm going to hide with the other nomads. Hopefully the bad guys won't even notice me, and I can take them by surprise just like Mhar'li.

Kate (GM): Sounds like an Easy Deception check to me.

Brian (Tiras): (Brian gathers his dice and rolls.) Success...and Triumph! Can I give the other nomads some encouragement as I'm hiding next to them? "Don't worry, everyone. We'll keep you safe."

Kate (GM): That's a good idea! You crouch down next to a group of nomads and say your quick words of encouragement. An older nomad woman smiles at

HOW TO USE THE MAPS AND CHARACTER TOKENS



The maps and character tokens included in *Star Wars: The Force Awakens* **Beginner Game** can be used as optional game aids to enhance your narrative play experience. The character tokens can be used to represent the approximate locations of the heroes and villains in important and exciting scenes of the adventure, by placing them directly onto the map. You can also draw your own maps, improvise using soda cans, books, and other objects that might be on hand, or forego maps entirely, depending on which option suits your group's play style the best.

you in return, and hands you a stimpack. "Good luck!" she whispers.

Christy (Fira): Way to go, Tiras! I think we're ready to do this.

Kate (GM): That's good, because just as this happens, the airlock door bursts open and the Strus Clan's gangsters pile in! Let's roll for initative; you all are going to use Cool because you're prepared for them, but they have to use Vigilance because they don't know what's inside the ship. (Everyone rolls and reports his or her score. All of the results combine to create the intiative order.) OK, there will be 3 PC slots, then the Strus Clan are going to act, then the last PC. Who's going to go first?

Diane (Mhar'li): You want to get their attention, Fira?

Christy (Fira): My pleasure! I shout "open fire!" and let loose with my blaster rifle. I'd like to shoot the one that's furthest back, and leave the closer one for Bormo and Tiras.

Kate (GM): The furthest one back is going to be at medium range, so that's an Average difficulty.

Christy (Fira): No problem, I'll use my free manuever to Aim. (Christy gathers her dice and rolls them). Bam! That's a good shot, 11 damage, but I also have two Threat.

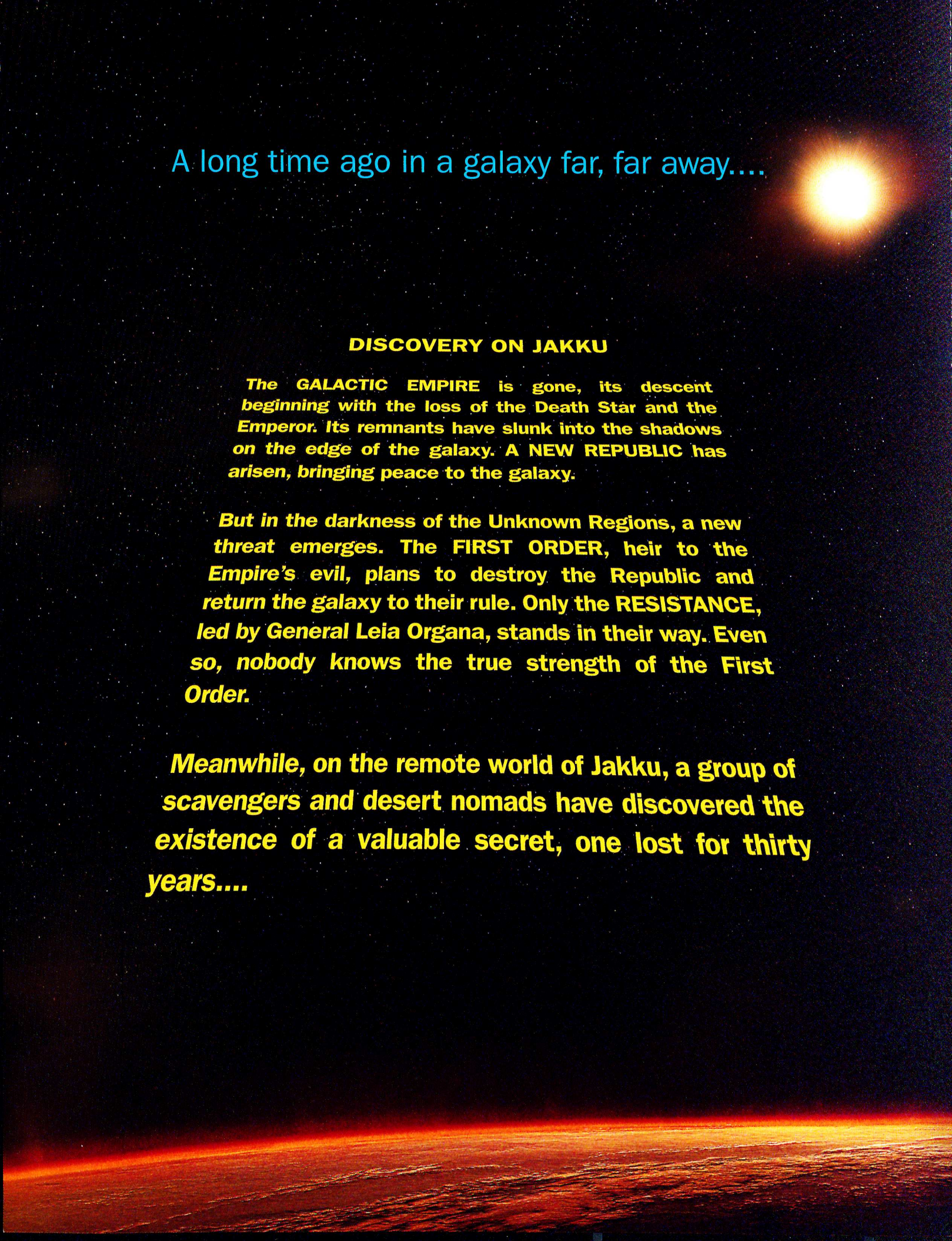
Kate (GM): The shot strikes home! The gangster has 4 soak, so he suffers 7 wounds, which is more than enough to take him down. I'm going to spend the threat to give another of the gangsters a free maneuver. As the shot flashes over his head, the lead Strus Clanner ducks under it and runs forward. Bormo, you see him charging right at you.

Alex (Bormo): Oh boy. Mind if I go next, everyone? I want to hit this guy before he takes me down.

Diane (Mhar'li): Works for me.

Alex (Bormo): (Alex gathers his dice and rolls them.) Only 6 damage, but I have four Advantage. I'm going to block him and knock him on his back.

Kate (GM): Alright, and how about the other two Advantage means he stumbles into his friends, giving the first one to attack a Setback die on his check? You throw your shoulder into his face and he reels back, but now the other two are pressing forward...


A long time ago in a galaxy far, far away....
DISCOVERY ON JAKKU
The GALACTIC EMPIRE is gone, its descent beginning with the loss of the Death Star and the Emperor. Its remnants have slunk into the shadows on the edge of the galaxy. A NEW REPUBLIC has arisen, bringing peace to the galaxy.
But in the darkness of the Unknown Regions, a new threat emerges. The FIRST ORDER, heir to the Empire's evil, plans to destroy the Republic and return the galaxy to their rule. Only the RESISTANCE, led by General Leia Organa, stands in their way. Even so, nobody knows the true strength of the First Order.
Meanwhile, on the remote world of Jakku, a group of scavengers and desert nomads have discovered the existence of a valuable secret, one lost for thirty years....

STAR WARS
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BEGINNER GAME



READ THIS SECOND

ADVENTURE BOOK

STAR WARS ROLEPLAYING

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For more information about the *Star Wars* Roleplaying lines, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com

starwars.com

WELCOME TO THE *STAR WARS: THE FORCE AWAKENS* BEGINNER GAME!

You are about to embark on a thrilling adventure through the *Star Wars* universe, fighting against the threat of the First Order with your wits, your courage, and a good blaster at your hip. The *Star Wars*: *The Force Awakens* **Beginner Game** is a roleplaying game in which you take the role of a character in the *Star Wars* galaxy and have exciting adventures! *Star Wars*: *The Force Awakens* **Beginner Game** is specially designed to be your introduction to roleplaying games.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game is a collaborative storytelling game. Players take on the roles of characters in a fictional universe–in this case, the *Star Wars* universe. As a group, the players work together to tell a story in which those characters strive to overcome challenges, do battle with dangerous enemies, and help the galaxy wake up against the threat of a secret but looming evil. Custom dice are used to add an element of randomness to the game, so the outcome of the story isn't known beforehand. Characters each have unique characteristics to reflect their strengths and weaknesses within the game system, which uses the custom dice to determine a character's chance of success or failure at any given task.

BEFORE YOU BEGIN

Star Wars: *The Force Awakens* **Beginner Game** is designed for three to five players. With the contents of this box, you can get straight to the action. But first, you'll need to assign some roles.

ONE PLAYER IS THE GAME MASTER

The Game Master, or the GM, serves as the judge and the storyteller. It's the GM's responsibility to present an exciting and compelling situation to the other players, and to help determine what happens next when those players respond to that situation. The GM also takes on the role of every other character who appears during the game session and is not controlled by another player. Characters controlled by the GM are called Non-Player Characters, or NPCs. GMs can invent their own stories and adventures, or use adventures written by somebody else—like the adventure included in this box.

If you are the Game Master player, you'll keep this book in front of you. It contains everything you need to know to run a fun and exciting game.

THE OTHER PLAYERS ARE HERO PLAYERS

The other two to four players take on the roles of individual characters in the *Star Wars* galaxy. There are four pre-generated hero characters included in this box. If you are a hero player, choose one of the character folios and keep it in front of you. It will explain the character you've chosen to play and give you a lot of information about how to play the game. Over the course of the game, you will choose what your hero does and says, and use the dice and game rules to determine whether your character succeeds or fails. Characters controlled by hero players are called Player Characters, or PCs.

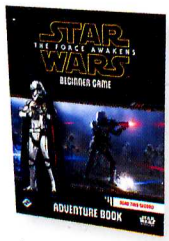
GAME MASTER ONLY!

IF YOU ARE A HERO PLAYER, CHOOSE A HERO CHARACTER FOLIO AND GIVE THIS BOOKLET TO THE GM.

Only the GM should read the rest of this book. It contains secrets and surprises for the course of the adventure, and reading ahead can spoil the fun!



CONTENTS OF THIS BOX



THIS ADVENTURE BOOK

This book contains the adventure and introduces the rules to the players in a fun, learn-as-you-play format.

A MAP

The folded map features three distinct map images: a map of the galaxy as of the beginning of our adventure on one side, and the *Starlight Wanderer*, a crashed Corellian corvette on the surface of Jakku, and the *Silencer*, a First Order Star Destroyer, on the other side.





CHARACTER FOLIOS

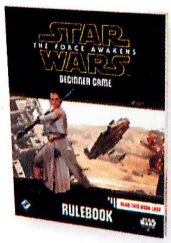
Each folio contains everything one hero player needs to play *The Force Awakens* **Beginner Game**.





DESTINY POINT TOKENS

Dual-sided dark side of the Force and light side of the Force Destiny Point tokens are used to create the Destiny pool.



THE RULEBOOK

The rulebook describes all of *The Force Awakens* **Beginner Game** rules. It's best to play though the adventure contained in this adventure book once to learn the rules, then use the rulebook as a reference for future play sessions.

CUSTOM DICE

The Force Awakens **Beginner Game** includes 14 custom dice used to resolve skill checks and generate random results.



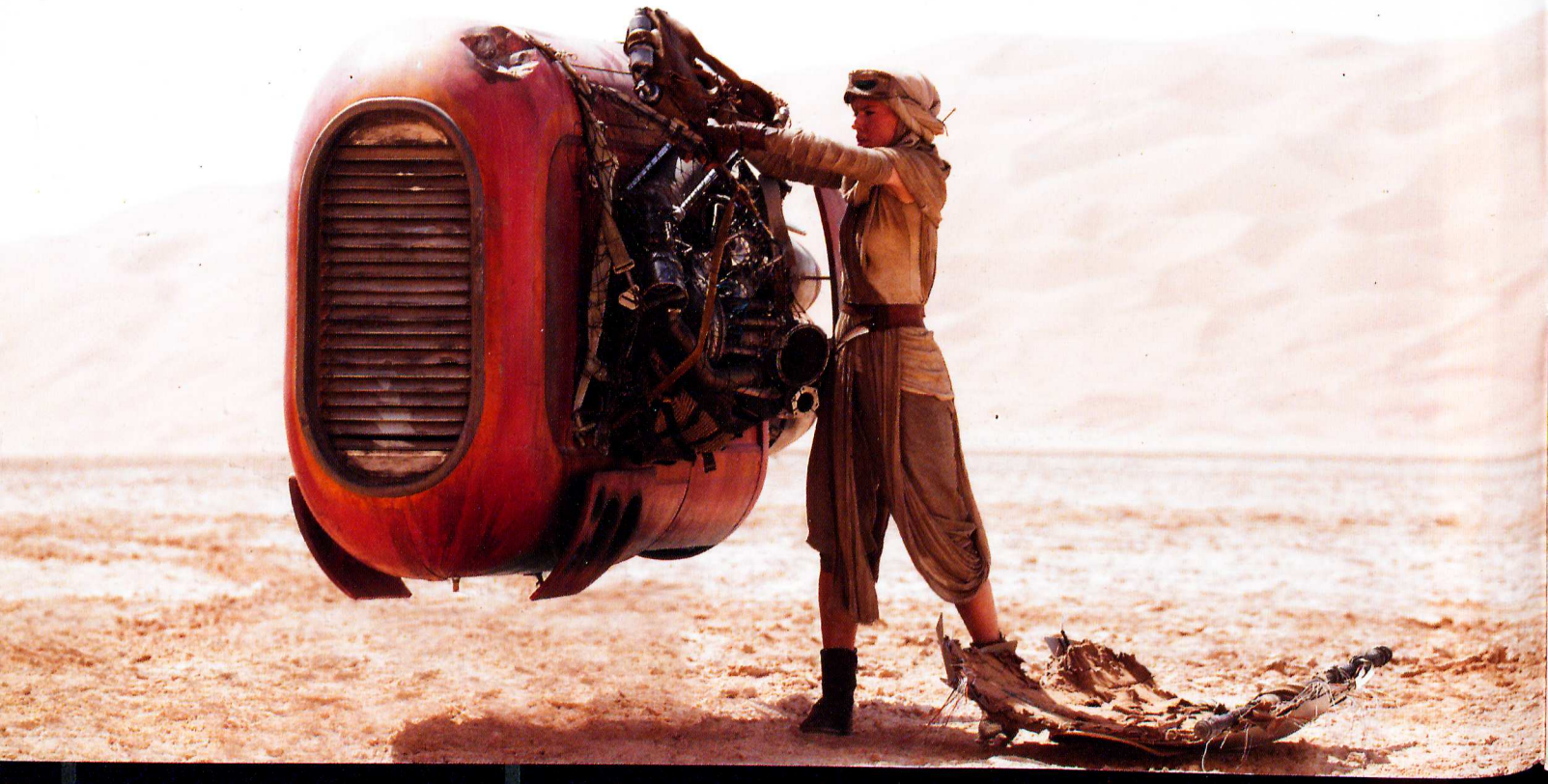
CHARACTER TOKENS

These cardboard tokens represent the enemies, allies, monsters, and heroes of the story. Players can place these tokens on the table or on the included game map to indicate where each character is during a given scene.



YOU WILL ALSO NEED

Pens or pencils and scratch paper.



STAR WARS: THE FORCE AWAKENS

Star Wars: The Force Awakens **Beginner Game** is a complete, stand-alone product and contains everything three to five players need to roleplay characters adventuring amid the exciting events of the return of the First Order. Players can enjoy hours of entertainment with the contents of this box by playing the included adventure and further tales of their own invention.

Players who are ready for a more complex, in-depth roleplaying experience can pursue further adventures by exploring one of the three *Star Wars* Roleplaying lines: **Edge of the Empire**, **Age of Rebellion**, or **Force and Destiny**. All three games are completely compatible with one another. Their core rulebooks are the starting points for pre-written adventures, sourcebooks with more content for hero players and GMs, and much more. In these games, just as in *Star Wars: The Force Awakens* **Beginner Game**, hero players take the roles of Player Characters and adventure in the *Star Wars* galaxy. All of these games use the same dice and the same core dice mechanic. They use the same structure of characteristics, skills, and talents (although the exact lists of skills and talents are somewhat different). The three *Star Wars* Roleplaying games use a flexible system of actions and maneuvers to resolve combat, and they also build on the core rules found here to give players rules for vehicles, starships, and using the Force. In short, *Star Wars: The Force Awakens* **Beginner Game** is a simpler and easier-to-learn version of the *Star Wars* Roleplaying core rules found in **Edge of the Empire**, **Age of Rebellion**, and **Force and Destiny**.

Edge of the Empire lets players explore the fringes of galactic society and play smugglers, bounty hunters, and scoundrels. **Age of Rebellion** takes players back to the height of the Galactic Civil War, where they take on the role of soldiers and pilots in the Rebel Alliance, fighting against the Galactic Empire. **Force and Destiny** gives players the chance to play mystics, warriors, and even inheritors of the traditions of the Jedi who have a connection to the mysterious and powerful Force.

HOW TO USE THIS BOOK

The adventure in this book is written and designed so that you can begin playing as you read it. It is both a fun adventure for you and your friends and a way to learn the rules. Rules concepts are introduced as they come up, and the adventure teaches you everything you need to know as you need to know it. If you're ever in doubt about what to do, let the GM make a decision, and then move on with the story. You can look up the "right" answer in the rulebook later. The important thing is that everyone has fun!

As you play through this adventure, you will see blocks of text like the one below:

The text in this block is intended to be read aloud to the hero players by the GM. It normally describes the scene or the characters, and it might include an important clue or hint!

Each of these blocks of read-aloud text has instructions for when to read it aloud. Often, the GM should do this at the start of a scene—as the heroes are attacked by the Strus Clan, or when they leave Jakku. At other times, the GM should read these in response to PCs' actions, such as when they open a door or make a skill check.

THE PLAYER CHARACTERS

There are four Player Characters (PCs) contained in this **Beginner Game**: Fira Bon the human Soldier, Mhar'li the human Ace, Durm Bormo the Abednedo Colonist, and Tiras Or'un the human Explorer. If your group has fewer than four hero players, you might not use all four of these PCs. The game can be run with fewer than four PCs!

RULES TEXT

One common page element is a sidebar like this one.

Sidebars like this one contain rules text. You can refer to these sidebars to figure out how to resolve the action in a given encounter.

Not every page or encounter has its own rules sidebar. Although new rules are introduced the first time the players are expected to use them, they remain in effect throughout the adventure. For instance, the rules for building and resolving a dice pool are described on page 8. On future pages, it is assumed that the players now know how to build and resolve a dice pool.

OTHER SIDEBARS

There are also other sidebars that look like this one. These sidebars contain supplementary information and asides to assist the GM in running the scene. Sometimes these sidebars discuss game concepts. At other times, these sidebars provide advice. These sidebars often include characteristics for NPCs that are used in the encounter.

WELCOME TO JAKKU

The adventure takes place on the desert world of Jakku, a planet on the sparsely populated edge of the Unknown Regions. Jakku once held some fame as the site of one of the last great battles of the Galactic Civil War, in which Alliance and Imperial fleets clashed high above its arid surface. The Empire saw a horrific defeat, with scores of warships sent plummeting into the sands.

However, the galaxy had wearied of war, and after the remnants of the Empire and the nascent New Republic signed their peace treaty, civilization quickly forgot about Jakku. In the decades of peace, the planet has become a haven for junk scavengers, criminal elements, and those trying to stay hidden from the rest of the galaxy.

Now, after years spent in obscurity, Jakku is about to play host to vitally important events once again. But even as the galaxy moves toward a new era of war, a group of scavengers, outcasts, and wanderers discovers a long-lost secret hidden in the wreckage entombed on Jakku's desert surface.

During the Battle of Jakku, a Rebel corvette, the *Starlight Wanderer*, managed to intercept vital data from an Imperial warship. This data included the locations of several Imperial outposts, research stations, and shipyards hidden in the fringes of the galaxy and unknown to everyone save those in the highest ranks of the Imperial military. However, as the *Starlight Wanderer* attempted to flee to the Rebellion with this information, it was shot down in the chaos of the battle. The wreck joined the countless others that littered the surface of Jakku, and the secrets it carried were lost.

But they were not lost forever. Several weeks ago, a roving band of nomads found the wreck of the *Starlight Wanderer* half-buried in the sand. Sensing opportunity, the nomads began to scour the wreck for salvage and to retrofit the intact portions of the hull. The nomads intended to turn the corvette into a new home for their band. As they explored the heavily damaged portions of the hull, however, they came across evidence that something very valuable might have been hidden somewhere in the ship. The damaged logs indicate that the *Starlight Wanderer* has a secret and secure vault, containing an unknown item of great significance.

Unfortunately for the nomads, word got out that they had stumbled on a big find, and now the Strus Clan is planning to muscle in on their good fortune. The Strus Clan, a local group of raiders and lowlifes, have sent a delegation to the *Starlight Wanderer* to "negotiate" a deal with the nomads. Misha Vontoba, the leader of the nomads, fears that the Strus Clan may resort to violence. As a result, she turns to the PCs and asks them for help. The PCs are more competent warriors and savvy negotiators than the nomads, so the nomad community is perfectly happy for their aid.

When the Strus Clan delegation arrives outside the *Starlight Wanderer*, they act belligerent and hostile from the very beginning. If the PCs try to work out some sort of deal (and even point out that nobody has found anything valuable yet), the Strus Clan's representatives refuse to believe them. As the adventure starts, the criminals decide that the time for talking is over: they're going to beat up the PCs and take what they want by force!

THE MAP

The adventure map is broken into three sections. The first section depicts the *Star Wars* galaxy and shows the players the locations of several pivotal planets in *Star Wars: The Force Awakens*. On the other side of the map, one section depicts the wreck of the *Starlight Wanderer* after it has been inhabited by Misha Vontoba and her nomads. The second section depicts the hangar bay of the Star Destroyer *Silencer*, where the climax of the adventure takes place. Since the map folds in half, the player who takes on the role of the GM should make sure that the rest of the players shouldn't see the hangar bay portion of the map. After all, why spoil the surprise?

THE ADVENTURE STRUCTURE

The adventure is presented as a series of encounters. The encounters are numbered and presented in the order in which the PCs are expected to proceed. Because the individual rules concepts are introduced gradually (encounter by encounter), players are strongly encouraged to proceed in the order presented here. If the PCs attempt to skip an encounter, the GM can explain that they will be passing over vital rules, or can allow them to skip and pause the game to read the skipped encounter and share the rules concepts contained within.

Between encounters, the GM might have to improvise the transitions. These transitions can be as simple as "you walk inside the wreck and make your way to the meeting room," or as complex as a set of descriptions that also provide the hero players a chance to make decisions and offer their own commentary. They're also a great opportunity to mix in some of the color and variety of the galaxy of *Star Wars*.

THE ADVENTURE BEGINS

Once all the hero players have their character folios, it's time to begin the game.

ARRANGING THE PLAY AREA

The available dice should be placed somewhere within easy reach of all players. The map can also be placed between all players (folded in half with only the *Starlight Wanderer* portion showing) so everyone can easily see where the action is taking place. Each hero player should find the appropriate character token from among the available cardboard tokens and keep it nearby. The hero players might wish to use these to represent their characters on the game map later during fight scenes! It would also be helpful for each player to have a pencil or pen and some scratch paper for taking notes.

RAISING THE CURTAIN

When everyone is ready to begin, read the following opening crawl aloud to the hero players. You can also place the appropriate section of the **Read this First** sheet in front of the hero players, so they can follow along with the opening crawl. (And if you have a *Star Wars* soundtrack available, go ahead and crank that up too!)

DISCOVERY ON JAKKU

The GALACTIC EMPIRE is gone, its descent heralded by the loss of the second Death Star and the Emperor. Its remnants have slunk into the shadows on the edge of the galaxy. A NEW REPUBLIC has arisen, bringing peace to the galaxy.

But in the darkness of the Unknown Regions, a new threat emerges. The FIRST ORDER, heir to the Empire's evil, plans to destroy the New Republic and return the galaxy to its own rule. Only the RESISTANCE, led by General Leia Organa, stands in its way. Even so, nobody knows the true strength of the First Order.

Meanwhile, on the remote world of Jakku, a group of scavengers and desert nomads has discovered the existence of a valuable secret, one lost for thirty years…

A band of nomads searching the wastes of Jakku came across a wrecked New Republic corvette. When they accessed the remains of its central computer, they found evidence that something valuable was hidden in a secret vault somewhere within the ship. Although they do not yet know what it is, rumors of this secret have already spread across the desert wastes.

Those rumors reached the ears of a wandering group of vicious gangsters that has plagued Jakku for years: the vicious Strus Clan. Sensing the chance for easy money, the Strus Clan sent representatives to demand the nomads give up the wreck and the secret, or die!

You, the heroes, found yourselves at the wreck of the New Republic ship and in the company of the nomads for various reasons. Now, the representatives have arrived: a small group of hired guns who are armed and looking for trouble. Misha Vontoba, leader of the nomads, asked you to go out and meet with the Strus Clan. However, you soon realize that these hired guns have no interest in negotiation, just in your surrender. When you try to reason with them, the Strus Clan goes for their guns!

As much as you want to stay and fight, you know you have a better chance of taking on these gangsters if you can lead them into an ambush. You sprint back to the wreck, firing a few wild blaster shots over your shoulder to slow the Strus Clan down.

The GM should pause here and have the hero players read over the descriptions of their characters on the backs of the character folios (if they haven't already). The four PCs will have already met when the adventure starts, so hero players should each take a few minutes to describe their character to the rest of the players. Once they have done this, continue by reading the following aloud:

AFTER READING THE OPENING CRAWL...

Each PC now suffers 2 strain to represent the sudden stress of being attacked by the Strus Clan gangsters. Instruct the hero players to each mark 2 strain in the appropriate place on their PC's character sheet. The PCs will have opportunities to recover strain in the future.

STRAIN

Strain reflects mounting fatigue and stress. If a character is ever suffering a total amount of strain greater than the character's strain threshold, the character collapses unconscious.

The adventure has now begun! Proceed to the first encounter **Encounter 1**, on the next page.

ENCOUNTER 1: HERE THEY COME!

In this encounter, the PCs take cover around the entrance to the ship and get ready for the Strus Clan gangsters to charge in through the door. The PCs have a few moments to prepare for the fight, and can take a few simple steps to turn the odds in their favor.

As the PCs enter the hallway just beyond the old airlock, read aloud or paraphrase the following:

You run through the airlock and slam it shut. There's no lock, so it won't hold the Strus Clan back for long.

The hallway just beyond the entrance is cluttered with crates and piles of junk. The light panels flicker fitfully, leaving deep pools of shadow in the alcoves on either side of the door. Some of the crates are large enough that, if pushed onto their side, they could serve as a solid barricade. Parts of the hallway are narrow enough that one resolute hero could make a stand there to stop intruders from advancing deeper into the ship.

At the far end of the hallway, Misha Vontoba orders a group of nomads to take cover or flee deeper into the ship, her clear voice ringing through the halls. Some of the nomads ignore her, cowering in corners and wailing. If you can't hold off the Strus Clan's gangsters, these people are done for. You have just enough time to do one thing to prepare for the attack. What do you do?

Each PC has one chance to perform **one** of the following actions to prepare for battle before the Strus Clan gangsters follow the PCs through the entrance. Doing so requires a skill check. Each PC should make one skill check to determine whether or not the attempt to hide or prepare for a fight is successful.

These are the four checks the players can make:

- Hide in the shadowy corner next to the airlock entrance and be ready to attack the gangsters from behind when they enter. (**Stealth**)
- Flip over a crate as an impromptu barricade. (**Athletics**)
- Hiding among the group of nomads and pretend to be harmless and afraid. (**Deception**)
- Stand confidently in the center of the hallway, ready to take on the first bandit to enter. (**Cool**)

Once each hero player makes a choice, that player should construct a dice pool and roll the skill check. The hero players do this one at a time, in any order.

If the PCs want to try and find the vault (or flee the fight), the GM should remind them that they don't have time to do so. The Strus Clan is right on their heels, and they need to deal with the gangsters right now!

PERFORMING THE SKILL CHECK

To perform this skill check, the active player (the player whose character is performing the action) should do the following:

1. Collect a pool of dice—the number and type of dice listed on the character sheet for the skill in question, **plus one purple Difficulty die ◆**.
2. Roll the dice.

Failure ▼ symbols cancel Success ✲ symbols. If there is at least one Success ✲ symbol left over, the task succeeds.

Those are the bare-bones steps of any skill check. For more detail, read on...

THE CORE MECHANIC

Whenever a character attempts an action that has a chance of failure, a skill check is performed to determine whether or not the action succeeds. The core mechanic, which determines success or failure, is as follows:

1. Roll a pool of dice.
2. Failure ▼ symbols cancel Success ✲ symbols.
3. After all other factors, if there is at least one Success ✲ symbol left, the task succeeds.

THE DICE POOL

Whenever a character performs a check, the player controlling that character (the active player) rolls a pool of dice. This dice pool consists of both "good dice," contributed by the character's own abilities and positive circumstances, and "bad dice," contributed by the difficulty of the task and negative circumstances.

Each character's skill entry on the character sheet has a dice pool indicated, a collection of green Ability dice ◆ and possibly yellow Proficiency dice ⬡. Therefore, assembling the character's dice pool is as simple as reading the entry on the character sheet and gathering the appropriate dice.

The GM then adds a number of purple Difficulty dice ◆ to the pool based on the difficulty of the check. **In this case, the check is Easy, so the GM adds a single purple Difficulty die ◆.**

Once the dice are assembled, the active player rolls and the results are read.

IMPORTANT CONCEPT: POSITIVE AND NEGATIVE DICE

Virtually every dice pool consists of both positive dice (usually Ability dice ◆ and/or Proficiency dice ⬢) and negative dice (usually Difficulty dice ◇). There are very few exceptions, and they are noted expressly in the text as **Simple (–)** checks.

THE TRIUMPH ⊛ SYMBOL

The Triumph ⊛ symbol is a special, superior version of a Success ✲ symbol. It is discussed in more detail later; for the moment, simply treat it as a Success ✲ symbol.

SUCCESS, OR FAILURE?

If the check results in more Success ✲ symbols than Failure ▼ symbols, the check succeeds!

Two symbols are used to determine success or failure on a given check. These symbols are the Success ✲ symbol and the Failure ▼ symbol. Each Failure ▼ symbol cancels (and is canceled by) one Success ✲ symbol. If, after accounting for all Failure ▼ symbols, there are any Success ✲ symbols remaining, the task succeeds. Extra Failure ▼ symbols have no further effect.

ADVANTAGE, OR THREAT?

If there are more Advantage symbols than Threat symbols, the character recovers 1 strain per Advantage symbol in excess of Threat symbols.

If there are more Threat symbols than Advantage symbols, the character suffers 1 strain per Threat symbol in excess of Advantage symbols.

In addition to success and failure, each check may generate positive or negative side effects or other outcomes, represented by the Advantage symbol and the Threat symbol, respectively. These twists of fortune are independent of success or failure; a check can fail and still generate a positive side effect via Advantage, or a check can succeed but with a negative consequence due to Threat.

Advantage symbols are canceled by Threat symbols and vice versa, just as with Success ✲ and Failure ▼ symbols. If any Advantage symbols remain once this is done, then something beneficial to the active character has occurred. If any Threat symbols remain, then something harmful to the active character has occurred.

In this case, the active character may recover 1 strain per Advantage symbol. The active character suffers 1 strain per Threat symbol. This is the most basic way to use Advantage and Threat, and this option is always available to the active character; other specific options are discussed on page 13.

AFTER EACH HERO PLAYER HAS ROLLED...

If all the PCs succeed on their checks and so have prepared for the assault successfully, read the following aloud:

As you prepare yourselves and ready for battle, the harsh screech of the airlock door being wrenched open echoes through the ship. The door shudders open, sending a brilliant beam of sunlight stabbing into the interior. The gangsters from the Strus Clan squeeze through the opening, blinking and disoriented as their eyes adjust to the darkness. Overconfident, they don't realize that you are waiting there, determined and ready for a fight. If you strike now, you can take them out before they threaten your friends!

Continue to **Encounter 2**.

If any of the PCs fail their checks meaning they have failed to hide or prepare for the assault successfully, read the following aloud:

Before you have a chance to prepare yourselves, the harsh screech of the airlock door being wrenched open echoes through the ship. The door shudders open, sending a brilliant beam of sunlight stabbing into the interior. The gangsters from the Strus Clan rush through the opening, bellowing at the top of their lungs. Your hands sweat as fear digs into your gut. You'll have to fight for your lives if you want to protect your nomad friends, and yourselves!

Continue to **Encounter 2**.

COMPLETE ENCOUNTER 1 BEFORE MOVING ON

ENCOUNTER 2: WEATHER THE STORM

In this encounter, the PCs fight against the gangsters sent by the Strus Clan. The PCs are trying to drive them out of the ship and keep their friends safe.

There are as many Strus Clan gangsters in this encounter as there are PCs. The gangsters start at the door and are at short range from any PCs who stayed near it (hiding in the corner, standing in the center of the hall, or taking cover behind a barricade). If a PC moved farther down the passageway (hiding among the nomads taking cover), that PC is at medium range from the gangsters and at short range from the other PCs. The hero players should indicate their PCs' locations based on their actions in **Encounter 1**.

IT IS TIME TO BEGIN COMBAT

Combat follows the steps listed below:

1. **Determine Initiative**—in this case, based on whether or not the heroes successfully prepared.
2. **Participants Take Turns**—each character takes one turn; PCs choose the order in which they act.
3. **The Round Ends; a New Round Begins**—return to step 2 until the encounter is over.



DETERMINE INITIATIVE

At the beginning of the first round of combat, the GM and the hero players need to determine in what order the characters (both PCs and NPCs) will take their turns. This is called the Initiative order. In most cases, determining Initiative calls for a skill check from each participant, but in this case the Initiative order is fixed based on whether the heroes successfully prepared for the gangsters or not.

Note that each Initiative slot is claimed by a team (PCs or NPCs), not by an individual character. **The hero players choose the order in which their characters use their team's slots**. The GM does the same if the NPCs occupy multiple slots—although in this encounter, all NPCs act simultaneously.

If the heroes prepared successfully:	If at least one hero failed:
1st PC	1st PC
2nd PC	NPCs
3rd PC	2nd PC
NPCs	3rd PC
4th PC	4th PC

If there are only three PCs, ignore the 4th PC slot. If there are only two PCs, ignore the 3rd and 4th slots.

STRUS CLAN GANGSTERS

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	3	2	1

SOAK VALUE	W. THRESHOLD
4	5

Skills: Ranged (Light) 0 (◆◆◆).

Equipment: Salvaged blaster pistol (Skill: Ranged [Light] [◆◆◆]; Damage 5; Range [Medium]; ☻☻☻☻: inflict Critical Injury), heavy desert clothing and face wraps (+1 soak), canteen, respirator.

Note that since the gangsters have no strain threshold, whenever they would normally suffer strain, the gangsters instead suffer wounds.

PARTICIPANTS TAKE TURNS

Each round of combat consists of a series of turns. In Initiative order, each character participating in the battle takes one turn. Beginning with the first slot in the Initiative order, one member of that team (PC or NPC) takes that character's entire turn; then, the round progresses to the next slot in the Initiative order. **Each PC can use any remaining PC Initiative slot**, but each PC can only take one turn per round. PCs can choose who acts as each Initiative slot is reached in the Initiative order; they don't have to choose beforehand. They can also act in one order during one round and in a different order during the next round—there is no permanent connection between a given PC and a given Initiative slot.

In the case of NPCs, it is normal for groups of similar NPCs (such as the gangsters) to act at the same time. Just like PCs, NPCs can act in any order and can change their order from round to round.

Once each character has taken a turn, the round ends and a new round begins.

On each character's turn, that character can perform a single action and a single maneuver (in any order). Actions are not maneuvers; maneuvers are not actions.

POSSIBLE ACTIONS INCLUDE:

- Performing an attack with an available weapon.
- Using a skill.
- Performing a second maneuver.

POSSIBLE MANEUVERS INCLUDE:

- Moving to a new location within short range, or moving between range bands (from engaged range to short range, short range to medium range, etc.).
- Readying or stowing a weapon or other item (such as a stimpack or quadnoculars).
- Using a stimpack.
- Opening or closing a door, flipping a table over for cover, or otherwise interacting with the environment.
- Aiming to gain a Boost die ☐ on your next attack.
- Taking cover to give attackers a Setback die ■ on attacks against you until you leave cover or the situation changes such that you are no longer protected by cover.
- Assist another character to add a ☐ to that character's next action.

ONLY ONE MANEUVER?

Characters can perform a second maneuver on their turn by suffering 2 strain or by downgrading their action to a maneuver. **Characters can never perform more than two maneuvers during their turn, nor can they perform more than one action.**

Example 1: On his turn, Tiras runs around the corner (a maneuver) and finds himself face to face with an enemy! He wants to shoot his opponent, but first he must draw his blaster pistol (a maneuver). He does so by suffering 2 strain to perform an extra maneuver, then shoots his foe (an action).

Example 2: On her turn, Mhar'li aims (a maneuver) and takes a shot with her blaster pistol (an action). Her shot misses, but the check results in 2 Advantage. Since she has only taken one maneuver so far this turn, Mhar'li elects to spend these 2 Advantage on a second maneuver (as discussed in the **Advantage** sidebar on page 13) to duck into cover behind a stack of shipping crates.

THE ROUND ENDS; A NEW ROUND BEGINS

After all characters have taken a turn, the round is over. If the battle is now done (one team has been defeated or has fled), then the encounter is over and it is no longer necessary to track Initiative. If there is more fighting to do, a new round begins and the process returns to the "Participants Take Turns" step. During this new round of combat, the order of Initiative slots remains the same, but the characters may act in a different order (they are not obligated to use the same Initiative slot they did in the first round).

BOOST DICE AND SETBACK DICE

These dice are independent of the difficulty of the check, and represent external factors. Boost dice ■ make the attack more likely to hit; Setback dice ☐ make the attack less likely to hit. Boost dice ■ can be gained by performing the Aim maneuver. Setback dice ☐ are added when attacking a target who has taken cover to avoid shots.

ENCOUNTER 2 CONTINUES ON THE NEXT PAGE

MOVEMENT AND RANGE

In *The Force Awakens* **Beginner Game**, range and distance are handled abstractly, with a system of range bands that describe the distances between objects. There are five range bands: engaged, short, medium, long, and extreme. In order from closest to farthest:

Engaged range: Characters are close enough to touch. Engaged range is a subcategory of short range.

Short range: A few steps away. An easy shot with a blaster. It takes a single maneuver to move from short range to engaged, or from short range to medium range. In this encounter, short range is about half the distance down the corridor.

Medium range: Opposite sides of a room. An average shot with a blaster. Still close enough to easily be seen and heard, although characters must speak loudly to be understood. It takes a single maneuver to move from medium range to short range. It takes two maneuvers to move from medium range to long range. In this encounter, medium range spans from the airlock to the far end of the corridor

There are two other range bands—**Long range** and **Extreme range**—which aren't important here, because the corridor is relatively small.

You can use character tokens to approximate where each character is on the map and to estimate ranges between characters. **Since the range band system is abstract, rough estimates are normally all of the detail that you need.**

CRITICAL INJURY?

If an NPC suffers a Critical Injury, that NPC is simply defeated. If a PC suffers a Critical Injury, refer to the **Critical Injuries** table on the back cover.

PERFORMING AN ATTACK

When fighting in a battle, one of the most basic and important actions a character can perform is to make an attack with an available weapon against a target in range. First, the attacker should compare the range to the target against the listed range for the weapon. If the target is too far away, the attacker must move closer, choose a different target for the attack, or do something else with that action.

Attacks are skill checks. The skill used is determined by the weapon and is listed in its description. The active character should gather the dice for the dice pool as indicated for the relevant skill.

The difficulty of an attack check (the number of purple Difficulty dice ◆ added to the check) is determined by the circumstances of the attack.

If the attack is at **short range**, it is an **Easy (◆) check**. Add 1 Difficulty die ◆ to the dice pool.

If the attack is at **medium range**, it is an **Average (◆◆) check**. Add 2 Difficulty dice ◆ to the dice pool.

If the attack is at **long range** (it won't be as long as everyone stays inside the corridor), it is a **Hard (◆◆◆) check**. Add 3 Difficulty dice ◆ to the dice pool.

If the attacker is **engaged** with the target, it is an **Average (◆ ◆) check** if it's made with the Melee, Brawl, or Ranged (Light) skill. Add 2 Difficulty dice ◆ to the dice pool. If the attack is made with the Ranged (Heavy) skill, it is a **Hard (◆ ◆ ◆) check**. Add 3 Difficulty dice ◆ to the dice pool.

A character who uses the Aim maneuver also adds a Boost die □ to the attack's dice pool. Characters who are in cover add a Setback die ■ to attacks that target them. Once the dice pool is assembled, it is rolled and evaluated like any other skill check.

DEALING DAMAGE AND SUFFERING WOUNDS

If the attack is a success, it hits, and the hit inflicts damage on the target. The damage inflicted by the attack is equal to the damage rating of the weapon plus the number of Success ✲ symbols left uncanceled. For example, if Mhar'li fires a blaster pistol with damage 6 and hits her target with one uncanceled Success ✲ symbol, she deals 7 damage.

The target reduces the damage suffered by the target's soak rating—a combination of the character's natural toughness and the armor worn. If a character's soak rating reduces the damage to 0 or less, that character suffers no wounds. Otherwise, the character suffers wounds equal to any remaining damage. For instance, if Mhar'li shoots a gangster for 7 damage, the gangster reduces that damage by his soak value of 4 and suffers 3 wounds.

When a character suffers wounds, that character's controller marks them on the character sheet. The GM can use scratch paper for NPCs. **When a character's total number of wounds suffered exceeds the character's wound threshold, the character is defeated and knocked unconscious.** That character suffers an immediate Critical Injury and remains unconscious until healed by another character. NPCs who are defeated normally die outright (or are incapacitated such that they pose no further threat to the PCs for the purposes of the game), unless the plot calls for them to survive.

ADVANTAGE

Characters may spend Advantage to do several things. In general, the player controlling the active character chooses how to spend Advantage symbols, with the GM's approval. Options include:

- Spend 1 Advantage to recover 1 strain.
- Spend 2 Advantage to immediately perform a bonus maneuver without suffering strain (a character can still only make up to two maneuvers per turn).
- Spend 2 Advantage to add a Boost die to the next attack against the target.
- Spend Advantage to inflict 1 Critical Injury on the target if the attack is successful—each weapon requires an amount of Advantage noted in that weapon's description.
- Spend Advantage to do something else appropriate to the plot and situation.

THREAT

Threat may be spent to do several things. In general, the GM chooses how to spend Threat symbols. Options include:

- Spend 1 Threat to cause a PC to suffer 1 strain.
- Spend 2 Threat to allow the target of the attack to immediately perform a maneuver (even though it isn't the target's turn).
- Spend 2 Threat to add a Setback die to the next attack the active character performs.
- Spend 2 Threat to add a Boost die to the next attack targeting the active character.
- Spend Threat to do something else appropriate to the plot and situation.

TRIUMPH

In a combat situation, a Triumph symbol counts as a Success symbol, and thus makes an attack more likely to hit and to deal damage. Further, a Triumph symbol can be used to inflict 1 Critical Injury on the target, if the attack is successful, or to trigger any effect that Advantage symbols could trigger.

THE BATTLE CONTINUES UNTIL ONE TEAM OR ANOTHER IS VICTORIOUS

If the PCs win, read or paraphrase the following aloud and then continue to **Encounter 3**.

As you cut down the Strus Clan's gangsters, the last low-life bolts through the entrance. Clutching her wounds, she pauses once she is outside the wreck and safely out of your reach. "You're going to regret this!" she shouts, then turns and flees into the desert. You lean against the walls, feeling weary but supremely pleased with yourselves for protecting a ship full of nomads.

Misha Vontoba manages to calm the nomads, and walks over to you. "Thank you," she says, clasping your hands in sincere gratitude. "I think we all owe you our lives."

She moves to the entrance and peeks carefully outside, holding her hand to shade her eyes against the desert sunlight. "Looks like those Strus scum are gone, alright. But they'll be back for certain. We need to meet and discuss what we're going to do next."

If the Strus Clan gangsters win, read or paraphrase the following aloud and then continue to **Encounter 3** (each PC immediately heals wounds to one below the PC's wound threshold and is no longer incapacitated. PCs may also use their stimpacks to more fully recover):

The gangsters press forward, even as a couple of them go down in your frantic blaster fire. You and your friends desperately struggle to take down the bandits, but their counterattack overwhelms you. The last thing you remember is one of the gangsters standing over you with a malicious grin as she flips her blaster around and viciously pistol-whips you across the face.

You wake up sprawled against the side of the corridor. You feel beaten and bruised, but still alive. Misha kneels next to you, holding a canteen to your lips. "Those Strus gangsters really beat you. How are you feeling?"

After she gives you a drink, she straightens and walks over to the entrance, peeking carefully outside into the bright desert sunlight. "At least you injured enough of them that they didn't feel like pressing on against an entire wreck full of nomads. They left, but they'll be back soon enough." Her voice quavers slightly. "We need to meet and talk about what we're going to do."

RECOVERING STRAIN

At the end of each encounter, PCs have a chance to recover strain. The PCs each recover strain equal to their Presence characteristic or ranks in the Cool skill (whichever is greater).

COMPLETE ENCOUNTER 2 BEFORE MOVING ON

ENCOUNTER 3: MAKING PLANS

In this encounter, the PCs need to convince the ship of nomads that the best thing to do is to locate this secret and secure vault and find out what is inside. To do so, they must organize the nomads to help with the search. They must also convince the nomads not to retreat from the *Starlight Wanderer* and flee into the deserts of Jakku.

To simplify this encounter, the PCs do not need to convince each nomad on the ship. Instead, they have to convince two specific individuals. Misha Vontoba is the leader of the nomads. She wants to do what is best for her people, is generally level-headed, and trusts the PCs. The other individual is Jax Torani, who is a popular trader among the nomads. He is frightened of the Strus Clan and wants to flee the ship, and he distrusts and dislikes the PCs.

Once the PCs have gotten a chance to heal themselves and recover after the fight, read aloud or paraphrase the following:

You follow the nomads down the twisting passages of the wreck, and into the largest interior space that has been cleared and made fit for habitation: the former common room in the center of the ship. All of the nomads are here, and as you look around, you see many frightened faces.

Misha steps in front of the crowd, raising her hands for quiet. "Everyone, the Strus Clan will eventually return, so we need to make a decision about what to do next, and do it quickly."

"What's there to decide?" Jax Torani pushes to the front of the crowd. You've met the merchant before, and he has always seemed more concerned with making money than helping others. Now, he looks terrified. "We need to get out of here right now, or we're all going to die!"

You have a few minutes to ask questions about the Strus Clan and the vault. Then you need to convince the nomads to organize and search the ship. Maybe you can convince Misha to let you take charge. Or maybe dealing with Jax (or threatening him!) will quiet your opposition and get the rest of the nomads to agree with you.

The characters can try to talk to Misha and Jax Torani; ask both of them questions about the *Starlight Wanderer*, the hidden vault, and the Strus Clan; and try to convince one or both to follow the PCs' lead. The GM plays the roles of both Misha and Jax, and responds to the PCs' questions and statements as Misha or Jax would. **If the PCs persuade Misha or Jax to work with them, then the nomads stay and help search, and the PCs are successful.** The PCs need the nomads help to search the wreck in a timely fashion.

Some of the questions the PCs might ask are noted here, along with potential responses from Misha and Jax. In addition, this section lists the best strategies the PCs might use, and the rules the GM can use to resolve their efforts.

WHAT IS THE STRUS CLAN?

Misha responds angrily, her normally calm demeanor deserting her, "They're a no-good bunch of vultures preying on any hard-working scavengers weaker than they are. There are a lot of them, though, and they're involved in a great deal of low-level crime across Jakku."

HOW DID THEY FIND OUT ABOUT THIS?

Misha glares at Jax. "Some of us have a big mouth, and can't help bragging to every wandering moisture farmer who happens by."

Jax looks defensive. "Hey, there are dozens of people here! It could have been anyone!"

WHAT DO WE KNOW ABOUT THE VAULT?

"Toben over there," Misha nods toward the back room, where a small child smiles proudly, "found the captain's log two weeks ago. Most of it was completely corrupted, of course. But some of the last records mention that Captain Telanasi captured something valuable, and that she put it in the 'secure vault' for safekeeping." Misha pauses for a moment. "From that...we can probably figure that the vault is heavily shielded and near the center of the ship for maximum protection."

"That's assuming," Jax interjects, "that it survived the crash!"

HOW HARD WILL IT BE TO FIND THAT VAULT?

Jax throws up his hands. "In a wreck that's been here for thirty years, after crashing so hard the ship's spine split? We could be here for weeks."

Misha looks thoughtful. "The Wanderer *is only 150 meters long, and mostly accessible. It could be weeks, or it could be much faster if we work together."*

WHAT HAPPENS IF WE LEAVE?

Jax looks irritated. "We'll be safe, of course! We can find another wreck to scavenge—start over far away from the Strus Clan."

Misha shakes her head slowly. "I'm worried it might take a week's travel to find somewhere else to go, and how are we going to keep everyone safe in the open desert?"

OPPOSED CHECKS

Dealing with Jax and Misha requires an opposed check: a check in which the skill of one character is pitted against the skill of another. Sometimes these checks are used with the same skill on both sides, such Negotiation vs. Negotiation between two diplomats, or the Athletics vs. Athletics check two wrestlers would make. At other times, one skill opposes a different skill, such as in the Leadership vs. Discipline example below.

When making an opposed check, the player who controls the active character (the one making the check: in this case, a hero player) assembles a dice pool as usual. The difficulty of the check is determined by the rival character's dice pool for the relevant skill. For every green Ability die in the rival character's dice pool, a purple Difficulty die is added to the active character's dice pool. For every yellow Proficiency die in the rival character's dice pool, a red Challenge die is added to the active character's dice pool. In other words, the rival character builds a dice pool out of Difficulty and Challenge dice instead of Ability and Proficiency dice, then adds that to the active character's dice pool to represent the "bad dice" for the check.

The dice pool is then rolled and evaluated following the normal rules for dice pools. In the case of an opposed check, Advantage and Triumph could reflect something beneficial occurring to the active character or something disadvantageous happening to the rival character. Likewise, Threat and Despair symbols could reflect something bad happening to the active character or something good happening to the rival character, at the GM's discretion.

MISHA VONTOBA

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	2	2	2

SOAK VALUE	W. THRESHOLD
3	12

Skills: Cool 1 (), Discipline 1 (), Perception 2 (), Ranged (Light) 1 ().

Equipment: Holdout blaster pistol (Skill: Ranged [Light] []; Damage 5; Range [Short]; : inflict Critical Injury), heavy desert clothing and face wraps (+ 1 soak), canteen, respirator.

Since Misha has no strain threshold, whenever she would normally suffer strain, she instead suffers wounds.

JAX TORANI

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	3	1	2

SOAK VALUE	W. THRESHOLD
3	12

Skills: Discipline 1 (), Negotiation 2 (), Vigilance 1 ().

Talents: None.

Equipment: Credit belt, comlink, second-hand speeder full of trade goods.

Since Jax has no strain threshold, whenever he would normally suffer strain, he instead suffers wounds.

WE NEED TO FIND THIS VAULT. LET'S FORM A SEARCH PARTY AND GO OVER THIS WRECK.

The PCs can simply step forward and attempt to take charge of the situation. If they appear confident and present the nomads with a strong course of action, Misha follows their lead, and the rest of the nomads do as well. This requires a PC to make an **opposed Leadership check vs. Misha's Discipline** (). (Opposed checks are discussed in detail in the **Opposed Checks** sidebar.) If the check fails, however, the PCs can still attempt other arguments to convince the nomads. In addition, if the PCs won the fight against the Strus Clan gangsters, add a Boost die to the check.

IF YOU KEEP WHINING ABOUT DANGER, THE STRUS CLAN IS GOING TO BE THE LEAST OF YOUR WORRIES!

The PCs can threaten Jax (and by extension, the rest of the nomads) with violence if Jax doesn't go along with the PCs' plans. This requires a PC to make an **opposed Coercion check vs. Jax's Discipline** (). If the PCs won the fight against the Strus Clan gangsters, add a Boost die to the check. However, if the PCs lost the fight against the Strus Clan enforcers, add a Setback die to the check, since that makes them look weak. Opposed checks are discussed in detail in the above sidebar.

COME ON, EVERYONE. WE'RE ALL FRIENDS HERE; LET'S WORK TOGETHER!

Instead of trying to take charge, the PCs can try to convince Misha (and by extension, the rest of the nomads) to work together to find the secure vault. This requires a PC to make an **opposed Charm check vs. Misha's Cool** (). Opposed checks are discussed in detail in the above sidebar.

WE KNOW THAT THIS VAULT IS FULL OF VALUABLES. IF WE FIND IT, WE'LL ALL BE RICH!

If worse comes to worst, the PCs can always try lying to the nomads. If they want to pretend they have some sort of knowledge about the supposed riches that can be found inside the vault, a PC must make an **opposed Deception check vs. Jax's Vigilance** (). (Opposed checks are discussed in detail in the above sidebar.) The GM can ask the hero players to elaborate on what kind of valuable items are in the vault (corusca gems, precious metals, credit chips, or valuable *objects d'art*). If they invent something compelling, the GM should let them add to their character's check. However, the PC may have some explaining to do when the group finds the vault!

ENCOUNTER 3 CONTINUES ON THE NEXT PAGE

BOOST & SETBACK DICE, REVISITED

Boost dice ■ and Setback dice □ reflect circumstantial modifiers to the chances of success or failure of a task. In combat, characters gain Boost dice ■ for aiming and Setback dice □ for firing at targets in cover. There are many, many additional reasons why a Boost die ■ or Setback die □ might be added to a dice pool, and this is a good time to learn more about it.

Characters might add a Boost die ■ for any of the following when making a check to win over Misha or Jax:

- Being deferential to Misha and respecting her leadership of the nomads.
- Bribing Jax with some credits.
- Reminding Jax or Misha that the PCs beat the Strus Clan one time before.

In short, any circumstantial benefit that applies on any check can provide a Boost die ■ to the active character's check.

Characters might suffer a Setback die □ for any of the following when making a check to convince Misha or Jax:

- Insulting or ignoring Misha, or obviously subverting her leadership position.
- Threatening Jax's livelihood.
- Having been defeated by the Strus Clan.

In short, any circumstantial hindrance that applies on any check can add a Setback die □ to the active character's check.

In all cases, the GM has final approval on which dice are added to the pool.

CHALLENGE DICE & THE DESPAIR ▽ SYMBOL

Challenge dice ● are the mechanical and narrative opposite of Proficiency dice ●. In opposed checks, they appear when the other character has training in the relevant skill.

The Despair ▽ symbol only appears on the Challenge die ●, and it is the mirror of the Triumph ⊕ symbol. However, the Despair ▽ symbol does not cancel the Triumph ⊕ symbol, and it is not canceled by the Triumph ⊕ symbol. A Despair ▽ symbol counts as a Failure ▼ symbol and cancels a Success ✲ symbol. Additionally, it indicates that something calamitous has occurred for the active character. In combat, this might be a weapon jamming or running out of ammunition. In this case, a Despair ▽ symbol on a check means that a small group of nomads gets tired of the arguing and leaves, increasing the time it takes to search the wreck by one hour.



START THE SEARCH!

Once the PCs have convinced the nomads to stay in the *Starlight Wanderer* and search the wreck, the nomads divide up into groups and begin the hunt for the vault. The PCs can participate in the search, which the GM can narrate. As long as the PCs want to help, the GM can ask one of the PCs to make an **Average (◆◆) Perception check**. The search lasts for four hours, but each success on the Perception check reduces the time by one hour, to a minimum of one hour, until the nomads locate the area with the secure vault. Proceed to **Encounter 4**.

If the PCs completely failed to convince the nomads earlier in **Encounter 3**, the GM should have the nomads start making preparations to leave. At this point, the PCs can continue to search for the secure vault on their own, or they can leave with the nomads.

If the PCs continue the search, the GM can use the adventure as written, although he or she may have to modify some of the read-aloud text on the fly to reflect that the ship is now deserted. If the PCs leave the wreck, however, they have stepped beyond the bounds of this adventure. This is all right, but the GM will have to improvise the adventure if everyone wants to continue playing (see pages 30–31 for more tips on running a self-created adventure).

COMPLETE ENCOUNTER 3 BEFORE MOVING ON

ENCOUNTER 4: THE SECURE VAULT

During this encounter, the PCs must access the *Starlight Wanderer*'s secure vault. Unfortunately for the PCs, the vault is at the stern of the ship, right in front of the corvette's huge block of engines. In other words, it's the part of the ship that got beat up when the *Starlight Wanderer* crashed! To access the vault, the PCs must work their way carefully through a hazardous environment, then defeat the security countermeasures placed on the vault by the original Alliance crew.

Read the following aloud as the PCs finish their search.

For the past few hours, you and the nomads have been combing through the wreckage of the Starlight Wanderer. *Shifting loose bulkheads, prying open jammed hatches, and digging through the ever-present sand that drifts into every corner leaves you exhausted. You've just finished digging out the dorsal turbolaser turret and are having a much-needed drink of water when one of the nomads' children runs up.*

"Come quick! Misha says she found something!" You scramble to your feet, aching muscles forgotten, and run toward the stern of the corvette.

Once the PCs arrive in the stern, they find Misha and a group of five nomads clustered around a square opening in the wall of one of the rearmost corridors. Misha and her salvage team were searching the stern corridors near the engine spaces when one of the nomads found a loose wall panel. When he investigated further, he found that the wall panel was actually a concealed hatch.

Misha explains this to the PCs. Once they decide to take a look for themselves, read aloud or paraphrase the following:

Once, the hidden hatch led to a companionway that skirted the main reactor. That was before the crash fractured some of the pressurized fuel cells. The blast turned the reactor space into a nightmare of twisted metal. The companionway now hangs precariously on a few remaining fasteners, dangling over a ten-meter-deep pit full of razor-sharp shards and spikes.

You shine your lights along the companionway, and at the far end, you see a heavy black box about the size of a cargo crate. It's secured to the ceiling, suspended above the pit as well.

The quickest way to get to the vault is by the companionway. Whether or not it's the best way is another question. The nomads do have salvage equipment and laser cutters. You could cut through the hull and reach the vault from the outside, but that's going to take a long time.

The most direct route to the vault crosses the companionway. Taking this route requires an **Average (◆◆) Coordination check**, with a Difficulty ◆ die being replaced with a Challenge ● die once to represent the danger of the task.

Any PC who fails the check reaches the midpoint of the companionway and loses his balance when something in the wreck shifts. The PC ends up hanging off the edge of the companionway and must make an **Easy (◆) Athletics check** to pull back up (failure means hanging there a few minutes longer, and suffering 2 strain).

Any PC who fails the check and also generates at least two Threat ⚙ or one Despair ▽ falls off the companionway and into the pit! The PC suffers 10 damage to his wound threshold and 10 damage to his strain threshold (both of which are reduced by the PC's soak). Luckily, the junk has fallen in such a way that climbing out of the pit and reaching the hatch is not difficult and doesn't require a check.

In the unlikely event that the PC both succeeds and generates Despair ▽, then the PC makes it across just before the entire companionway collapses into the pit. The PC does not fall but is trapped on the far side, unless he can rig up a rope to get back across (see the **Anyone Got Rope?** sidebar).

ANYONE GOT ROPE?

Tiras has a set of climbing gear among his personal effects, or the nomads can provide some rope if the PCs ask. Characters using the climbing gear while climbing along the companionway add ■ to their check. In addition, the first PC who reaches the vault can secure the rope to the vault so that the remaining PCs can hang off the rope instead of trusting the companionway. This downgrades the difficulty of any subsequent PCs' Coordination checks once, giving them a difficulty of ◇◇ instead of ●◇.



ENCOUNTER 4 CONTINUES ON THE NEXT PAGE

SKILL CHECKS: DIFFICULTY

When a character attempts a skill check, the GM determines the difficulty of the check. The difficulty of combat checks and opposed checks have already been discussed, but GMs must use their best judgement to determine the difficulty of ordinary skill checks.

Difficulty Level	Dice	Example
Simple	–	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the magnitude of success, or rolled with one or more Setback ■ dice to indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at short range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, trying to strike a target while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without a breathable atmosphere.

CUT THROUGH THE OUTER HULL

As stated previously, the companionway might be the most direct route, but it might not be the *best* route to the vault. Since the PCs are in the company of a group of dedicated nomads and scavengers, their other option is to come at the vault from the outside by cutting through the outer hull.

Cutting through the hull and opening an access hole directly to the vault is not dangerous, but it is hard work. The nomads provide the PCs with laser cutters, but a great deal of the work must still be done by hand. This work also requires a knowledge of machines to avoid cutting through a power trunk or fuel line.

Once the PCs climb onto the outside of the hull, one PC must make an **Average (◆◆) Mechanics check** to operate the laser cutter. Failure means the PC manages to open a hole in the wrong spot, and must attempt the check again. Failure with at least two Threat ⚙ means that the cutter nicks a live power line, and all of the PCs get hit by an arc of electricity that causes them to each suffer 5 damage to their wound threshold, and 5 damage to their strain threshold (both of which are reduced by the PCs' soak).

The other PCs must each make an **Average (◆◆) Athletics check** to haul away the cut plates. If successful, they suffer 2 strain from the work; if a check fails the PC suffers 5 strain instead (the PC still hauls away the plates, but is exhausted from the effort). The GM should also tell the players that the work takes at least an hour to finish.

THE VAULT

Once the PCs have reached the vault, they must figure out how to open it. Read aloud or paraphrase the following:

Up close, the vault is unmistakably what you're looking for. Heavy durasteel plates protect the exterior, and it seems to have weathered the crash without harm. A small red light blinks above the keypad on the door.

There are three ways the PCs can open the vault. The first, and simplest, is to make a **Hard (◆◆◆) Knowledge check** to see if a PC can remember any old wartime codes from the days of the Alliance. If the PC thinks to reference the *Starlight Wanderer*'s flight recorder for clues, the GM should give the PC a Boost □ die on the check. Success means the PC opens the vault. Failure simply means they do not have the correct code. The PCs will have to try one of the other options (cutting it open or slicing the codes), instead.

The second option is to use a laser cutter to try to cut into the vault directly. This requires an **Average (◆◆) Mechanics check**. Success means the PCs access the vault, while failure means the cutter cannot get through the vault and they must try something else.

The third option is to access the vault keypad and unlock the vault electronically (also known as "slicing" the keypad). This requires a datapad and an **Average (◆◆) Computers check**. Success means the PC opens the vault, while failure means the slice fails. However, the PCs can continue to try to slice the vault keypad until they succeed. Each time they attempt the check again, the GM should add a Boost die □ to the check, representing their greater familiarity with the codes.

Unfortunately, the Alliance crew did make sure to booby trap the vault to protect it against tampering. Before any PC attempts to open the vault with a laser cutter or slicing gear, the GM should have one other PC (preferably one who isn't doing anything else) make an **Easy (◆) Vigilance check**. Success means the PC notices the heavy electrical cables running to the vault and realizes that it is booby trapped. Failure means nobody notices until it is too late, and the first PC to open the vault triggers the booby trap. The effects of triggering the booby trap are covered on the next page.

Any Threat ⚙ generated while trying to cut open or slice open the vault triggers the booby trap, and all of the PCs who are standing around the vault (PCs who are engaged with the vault) get hit by an arc of electricity that causes them to suffer 5 damage to their wound threshold, and 5 damage to their strain threshold (both of which are reduced by the PCs' soak). Once the PCs are aware of the booby trap, cutting the power line is simple and does not require a check. Then the booby trap no longer works.

WHAT'S INSIDE?

When the PCs open the secure vault, read aloud or paraphrase the following:

As the door to the vault swings open, you crowd around, expecting jewels or valuables. Instead, the vault is empty, except for a stack of datapads.

You pick up the first datapad. You flip it on, and find it full of maps and galactic coordinates. The entry is tagged as having been stolen from the databanks of the Imperial Star Destroyer Eradicator *during the Battle of Jakku thirty years ago. You scroll through the entries and see the following:*

"Location 24: Binary star system: two inhabitable planets. Imperial stormtrooper training facility.

"Location 25: White dwarf star system: asteroid belt. Imperial Navy spacedock/shipyard.

"Location 26: Rogue planet. Imperial weapons research laboratory."

A thrill of fear runs through you as the list goes on: hundreds of locations scattered across the Unknown Regions on the edge of the galaxy. Another Empire, one that nobody ever knew existed.

DICE POOL REVISITED: SKILLS AND CHARACTERISTICS

Up until now, each character entry has included the dice pool for each skill that the character is likely to use. However, in the course of a roleplaying game, it is impossible to predict all of the potential directions the story can go, and it might be necessary for the GM to make skill checks for NPCs in skills that are not noted in an NPC's entry. The minion rules (see **Minion Groups**, on page 22) also preclude simply including a dice pool for each skill, because it may change based on the circumstances. When determining the dice pool for a skill check, players perform the following steps:

Identify the linked characteristic for the skill check. Each skill entry on the character folios indicates a linked characteristic for that skill. The GM and hero players alike can refer to this list. A list of skills and their linked characteristics is also included on the back of the **Beginner Game** Rulebook.

Compare the value of the linked characteristic to the rank of the skill. The active player collects a number of green Ability dice ◆ equal to the larger value. The active player then exchanges a number of those green Ability dice ◆ equal to the smaller value for the same number of yellow Proficiency dice ⬡. These dice form the core of the dice pool.

For example, the Athletics skill is linked to Brawn. A character with 3 Brawn and 1 rank of training in Athletics has a dice pool of ⬡◆◆. A character with 1 Brawn and 3 ranks of training in Athletics also has a dice pool of ⬡◆◆. A character with 2 Brawn and 0 ranks of training would roll ◆◆, and a character with 2 Brawn and 2 ranks of training would roll ⬡⬡.



COMPLETE ENCOUNTER 4 BEFORE MOVING ON

INTERLUDE: EXPERIENCE AND DESTINY

At this point, the players have learned the basics of how to play *Star Wars* Roleplaying. They have seen how the dice work, gotten a chance to try a variety of actions, and even knocked some heads in! They have also discovered the secret contained within the secure vault on the *Starlight Wanderer* and realized how important it is to get it to the Resistance. Whether they hope to help the plucky freedom fighters by warning them about the looming threat of the First Order, or simply hope to make a lot of credits selling this information, their next move is to get off Jakku and find a Resistance contact.

No matter what their next step is, it's also time to award the hero players some experience, and teach them about Destiny!

EXPERIENCE AWARDS

As the heroes continue their adventures and overcome their challenges, they are awarded experience points (XP) by the GM, typically at the end of every play session. The heroes may then spend those experience points to purchase new ranks of skills and talents from their specialization trees.

Now that the PCs have completed one of their primary story goals (uncover the secret vault on the *Starlight Wanderer*) they are awarded 10 XP. The hero players should each turn to the next spread of their character folio now, where the "advancement" procedure is explained. **Players should also be sure to note the strain and/or wounds their character has suffered**, as well as their current amount of money and any other changes to their character (spent stimpacks, etc.), transferring that information from their first character sheet to the new one.

THE DESTINY POOL

The PCs are more than simple soldiers, wanderers, and doctors. They are the main characters of the story, and they are touched by the Force with a great destiny. This destiny is represented in part by the Destiny pool.

BUILDING THE DESTINY POOL

Each hero player now rolls the white Force ⬡ die once. For each Light Side ○ result rolled, place a Destiny Point token in the Destiny pool with its white side showing. For each Dark Side ● result rolled, place a Destiny Point token in the Destiny pool with its black side showing. The Destiny pool is a collection of Destiny Point tokens that both the GM and hero players can manipulate; it should be placed within reach of as many players as is practical.

NEXT STEPS

The next choice for the hero players is what to do with the information they unearthed. It is very possible that, having read over their characters' back stories, they will decide they need to bring this information to the New Republic or the Resistance. Fira and Durm are both familiar with the Resistance per their back stories, and the GM can suggest to them that their characters would be interested in turning over this information. The GM can also have Misha pitch the possibility to their characters. She can even mention that the Resistance may find the information very valuable, and might pay handsomely for it.

There are some other loose ends that the hero players may have to deal with:

- If the PCs promised Jax a cut of the "valuables" contained in the vault, they are going to have to contend with a very angry nomad merchant. The PCs can deal with Jax by threatening him, trying to convince him that selling this information to the Resistance will still get Jax his money, or even appealing to his better nature. The GM can have the PCs make an appropriate opposed skill check (Coercion, Negotiation, or Charm), setting the difficulty as explained in **Encounter 4**.
- Although the PCs likely want to leave and find the Resistance as soon as possible, they may also be worried about the fate of the nomads in the *Starlight Wanderer*. The Strus Clan still wants whatever is inside the vault after all, and members are unlikely to believe that it's old war intelligence! Generally, if the PCs flee the planet with the information, the Strus Clan won't try to attack the *Wanderer* (at that point, it wouldn't be worth the fight). But if the PCs are concerned about their friends, they can spend some time fortifying the wreck and helping the nomads prepare for an attack. The GM can proceed to **Encounter 5**. If the GM wants to explain that the Strus Clan refrains from attacking the wreck directly during **Encounter 5** and instead focuses its attack on the PCs and Mhar'li's ship (or attacks the wreck only to be repulsed), then that may make the hero players feel like their actions have paid off.

DESTINY

Both the GM and the hero players can use the Destiny pool to upgrade skill checks. Each time a check is performed, the active player may choose to spend one, and only one, Destiny to upgrade one Ability die ◆ to a Proficiency die ⬡. Then, the player controlling the character who is the target of the action in question may do the same spending one, and only one, Destiny to upgrade one Difficulty die ◆ to a Challenge die ⬢. When hero players do this, they spend 1 light side Destiny by flipping a Destiny Point token from its light side to its dark side. When GMs do this, they spend one dark side Destiny and flip one Destiny Point token from its dark side to its light side. If there are no Destiny Point tokens showing the appropriate face, that player cannot spend Destiny Points until some have been flipped.

COMPLETE THE INTERLUDE BEFORE MOVING ON

ENCOUNTER 5: TIME TO GO!

In this encounter, the PCs have decided what to do with the information. Very likely, they plan to leave Jakku on Mhar'li's ship and find the Resistance. However, when they try to leave, they run into the returning Strus Clan.

Unlike the first combat encounter, this encounter is more involved, and it gives the players the chance to learn some expanded rules. These include the rules governing how the GM and hero players determine Initiative, how to determine the distance (or range) between two locations, and how the GM can handle large groups of enemies. When the GM and PCs are ready to begin, read or paraphrase the following:

The first step to finding the Resistance is getting off-world. You don't have time to spend weeks traveling to Niima Outpost and then chartering a ship, so your best bet is the quadjumper you all used to get here, the Sunstrider. *The starship can hold four people, but the damaged main engine motivator may make flying risky.*

As you discuss the repairs with Misha, the young boy Toben comes running down the corridor with bulky quadnoculars. He skids to a stop and doubles over, panting for breath. "They're...coming!" he gasps. "Strus clan...sent a bunch of enforcers!"

You sprint to the upper deck of the wreck and look out of a grimy, sandblasted porthole. Sure enough, a dozen or so heavily armed enforcers have surrounded the wreck. Farther away, you can see a large sand skimmer. It looks like one of the enforcers is on the deck of the skimmer, carrying some kind of grenade launcher.

Three minion groups of Strus Clan enforcers have surrounded the wreck. **Each minion group consists of four Strus Clan enforcers** (see the rules for **Minion Groups** on page 22). One group is approaching the airlock entrance to the ship. The other is approaching the garage. The third group is gathered around the *Sunstrider*. Meanwhile, the **sand skimmer** is ready to move to support whichever group gets into a fight.

The PCs are currently in the center of the wreck, which means they are at long range (see page 23) from the airlock, the garage, and the bridge (which has been turned into a lookout post, and is open to the outside). The three groups of enforcers are spread out: the group at the airlock is at medium range from the group at the garage (and vice versa), and both groups are at long range from the group at the *Sunstrider*. The sand skimmer is at extreme range from everyone.

The PCs are not going to be able to get out of this situation without a fight. However, there are a couple of actions they can take to even the odds and make their escape work better.

TAKE OUT THE SAND SKIMMER

The turbolaser turret on the top of the *Starlight Wanderer* is actually still functional...barely. It has enough power for one or two shots and can only be turned slowly, with a lot of manual effort. The turret is not accurate enough to hit an individual person, but could be used to take out the sand skimmer.

To shoot the skimmer, one PC must make a successful **Average (◆ ◆) Gunnery check**, with two Setback dice ■ ■ added to the check to represent the gun's age and poor maintenance. If the shot hits, the skimmer is destroyed. The PC can perform the Aim maneuver to add a Boost □ die to the check. If the check fails but generates at least two Advantage, the shot misses but scares the skimmer pilot, causing him to move farther away and not take part in the fight.

SEAL THE ENTRANCE!

Sealing the airlock compels the enforcers to waste time trying to cut their way in. It requires an **Average (◆ ◆) Mechanics** or **Athletics check** to weld the door shut or pile crates to barricade the hatch.

Success on the check means that the minion group at the airlock does not take part in the coming fight, because they are too busy trying to cut their way in or force their way through the barricade. If the check fails but generates at least three Advantage, then the minion group will eventually join the fight, but only at the start of the second round.

HELP THE NOMADS SET UP AN AMBUSH

There are more nomads than there are enforcers. Although the nomads aren't warriors, some of them are armed, and a clever plan could let them get the drop on some of the Strus Clan. A PC can make an **Average (◆ ◆) Leadership check** to help the nomads ambush the Strus Clan enforcers who are approaching the garage, attacking them or even running over the surprised enforcers with a landspeeder!

Success means that the nomads succeed in killing or incapacitating the entire minion group of enforcers approaching the garage. If the check fails but generates at least two Advantage, the enforcers manage to retreat after being ambushed. However, they suffer 11 wounds in the process, which is sufficient to defeat two of the four enforcers in the group. The remainder retreat, and then join the fight against the PCs.

GET TO THE SHIP!

Once the PCs have had a chance to mitigate the odds against them, they need to make a break for the *Sunstrider*. They must face off against the minion group of enforcers that is guarding Mhar'li's quadjumper. Depending on the actions the enforcers took, they may have additional reinforcements.

The GM should have the PCs roll for Initiative when they are in the center of the wreck. At this point, they are at long range from the quadjumper and the group of enforcers guarding it. If they spend two maneuvers to move to medium range, they can move through the wreck to some side hatches and missing panels that overlook the quadjumper. There, they can see (and shoot at) the enforcer group. Because of the cover they can take in the wreck, any return fire from the enforcers suffers a Setback die ■.

ENCOUNTER 5 CONTINUES ON THE NEXT PAGE



If able, the other two minion groups of enforcers move to reinforce the group guarding the quadjumper once the combat begins. These groups are both also at long range from the quadjumper, and they must move around the wreck to shift into medium range and line of sight. Remember, since movement and ranges are handled abstractly, the GM can decide that a minion group can't see the PCs from its current position or moves even more slowly through piles of junk or drifting sand dunes.

DOKAR VENAS AND THE SAND SKIMMER

The sand skimmer and its crew move into range and start firing at the PCs once combat begins. Since there are no rules specifically covering vehicles in this product, the GM should treat the sand skimmer as a mobile platform for the leader of the Strus Clan enforcers, Dokar Venas. The GM should roll to determine Initiative for Venas (but not for the pilot of the sand skimmer). When Venas takes his turn, the sand skimmer allows him to move from extreme range to long range as one maneuver, and from long range to medium range as one maneuver. Once Venas reaches medium range, he remains there and shoots at the PCs. The PCs can target him and shoot him off the sand skimmer just like any other adversary.

Conversely, if the PCs get to the *Sunstrider*, they can use its blaster turret to blow up the sand skimmer. This requires a maneuver to get inside the quadjumper, then an **Average (◆◆) Gunnery check** to fire the turret's blasters. If the skill check succeeds, the sand skimmer is hit and explodes. If Venas is on the skimmer when it explodes, he is either killed or thrown clear and knocked senseless by the blast (GM's choice).

MINION GROUPS

Minions are the nameless individuals that the PCs encounter and perhaps fight in droves in their adventures in the *Star Wars* universe. An individual minion is generally not a dangerous threat, as minions often have poor characteristic values, no skills, and low wound thresholds.

The GM may choose to use minions in groups, in which case several special rules apply. Minion groups are always composed of identical minions, and groups of minions can be much more dangerous than minions individually.

A group of minions acts together and behaves in most respects as a single character. All minions in the group take their turn at the same time, and they perform unified actions and/or maneuvers that reflect the group working as a unit to achieve its goals. An attack or ability that targets one minion in the group targets the entire group.

The minion group has a single wound threshold, shared by all members of the group. This wound threshold is equal to the sum of the wound thresholds of every member of the group. (For example, a group of three stormtroopers—each with a wound threshold of 5—has a wound threshold of 15.) Each time any member of the group suffers wounds, the wounds are applied to the group's wound threshold. Individual members of the group are defeated one at a time, and one falls each time the total wounds suffered exceeds the wound threshold of an individual member of the group. For example, when the stormtrooper group passes 5 wounds, one stormtrooper is defeated. When the total wounds suffered exceeds 10, the second stormtrooper is defeated. When the total wounds suffered exceeds 15, the third and final stormtrooper is defeated.

If a minion group suffers a Critical Injury, it immediately suffers wounds equal to the wound threshold of one member of the group.

When minions perform checks, they use the characteristics of a single member of the group. If the check is a skill that is listed in the "Skills" section of the minion's entry, then the group receives a bonus if there are two or more minions working together. For every minion in the group beyond the first, the group counts as having one rank in that skill. For example, a group of three stormtroopers counts as having two ranks in Ranged (Heavy) and rolls a dice pool of ⬡⬡◆ when making Ranged (Heavy) checks. The same group has no ranks of training in Piloting (because that skill is not on the list in the stormtrooper description) and would roll ◆◆◆ on Piloting checks no matter how many stormtroopers were part of the minion group.

EXPANDED RULES: DETERMINE INITIATIVE

Initiative order is normally determined by means of a skill check performed by each participant. A character makes a **Cool check** if expecting a fight. If not expecting a fight, the character makes a **Vigilance check** instead. (Different characters can use different skills on the same Initiative check.)

These checks are **Simple (–) checks**; no purple Difficulty dice ◆ are added.

Once all the checks have been made, the GM notes the results of each check and ranks them in order, from most Success ✲ symbols to fewest. If there is a tie, the check with more Advantage ❍ is ranked higher. If there is still a tie, a PC check beats an NPC check. **It does not matter who made which check, only whether the character is a PC or an NPC.** The GM might wish to write this down on some scratch paper.

The GM should now have a list of Initiative check results, each one marked as PC or NPC. This is the Initiative order. During the ensuing combat, a PC will act each time a PC slot on the Initiative order is reached, and an NPC (or group of NPCs) will act each time an NPC slot on the Initiative order is reached. Remember that **any PC can act in any PC slot**—it doesn't matter who rolled what value, as the Initiative slots belong to the team, not an individual. The same is true for NPCs.

EXPANDED RULES: RANGE

Now that the characters are outside the confines of the airlock, combat might occur at a longer range in and around the wreck.

Long range: From one end of the wreck to the other. A hard shot with a blaster; a blaster pistol cannot make the shot at all. Characters must shout to be heard clearly, and it might be hard to see details. It takes two maneuvers to move from long range to medium range or from long range to extreme range.

Extreme range: The farthest range at which characters can see and interact with each other. Characters cannot hear one another even if they shout. Only some sniper rifles and vehicle-mounted weapons can shoot this far. It takes two maneuvers to move from extreme range to long range.

STRUS CLAN ENFORCERS

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	1

SOAK VALUE	W. THRESHOLD
3	5

Skills (group only): Melee (varies: ● ● ◆ for a full group of 4, ● ● for a group of 3, ● ◆ for a group of 2, and ◆ ◆ for a single enforcer), Perception (varies: as Melee), Ranged (Heavy) (varies: as Melee).

Other common skills: Cool 0 (◆), Vigilance 0 (◆ ◆).

Equipment: Light blaster carbine (Skill: Ranged [Heavy] [varies: ● ● ◆ for a full group of 4]; Damage 8; Range [Medium]; ❍ ❍ ❍: inflict Critical Injury), vibroknife (Skill: Melee [varies: ● ● ◆ for a full group of 4]; Damage 4; Range [Engaged]: ❍ ❍: inflict Critical Injury; Pierce 2 [reduce target's soak by 2]), heavy desert clothing and face wraps (+1 soak), canteen, respirator.

Minion Rules: These enforcers use the minion group rules. (See **Minion Groups** sidebar, page 22.)

Note that since the enforcers have no strain threshold, whenever they would normally suffer strain, they instead suffer wounds.

DOKAR VENAS

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	3	2	2

SOAK VALUE	W. THRESHOLD
5	14

Skills: Cool 1 (● ◆), Gunnery 2 (● ● ◆), Melee 1 (● ◆ ◆), Vigilance 1 (● ◆).

Equipment: Micro-grenade launcher (Skill: Gunnery [● ● ◆]; Damage 10; Range [Medium]; ❍ ❍ ❍: inflict Critical Injury; Blast 8 [spend ❍ ❍ to inflict 8 damage plus 1 damage per success ✲ on anyone engaged with the target]), heavy staff (Skill: Melee [● ◆ ◆]; Damage 6; Range [Engaged]; ❍ ❍ ❍ ❍: inflict Critical Injury), battle armor (+2 soak), canteen, respirator.

Note that since Venas has no strain threshold, whenever he would normally suffer strain, he instead suffers wounds.

AFTER THE FIGHT

The most likely outcome of the fight is that the PCs defeat most (or all) of the Strus Clan enforcers. If the PCs have defeated most of them, the GM can have the remainder retreat and end the encounter. In this case, proceed to **Encounter 6**.

However, if the PCs are having a hard time beating the Strus Clan, then the GM and hero players should remember that they just have to escape off world with the information. As long as everyone can get inside the quadjumper, they can fly away, and proceed to **Encounter 6**.

COMPLETE ENCOUNTER 5 BEFORE MOVING ON

ENCOUNTER 6: RACE TO THE RESISTANCE

In this encounter, the PCs have reached the *Sunstrider* and are taking off. Their goal is to track down the Resistance base, but they'll need to find a Resistance contact first. Before that, however, they need to fix the *Sunstrider*'s main engine.

Once the PCs have lifted off, read aloud or paraphrase the following:

The quadjumper leaps skyward as its four engines roar, throwing you back into your seats. You soar up for a long moment before you hear a thud, followed by a coughing noise. The two starboard engines are now sputtering and spitting clouds of greasy smoke.

It looks like that damaged main engine needs to be repaired, and fast. Those sand dunes below you are starting to get closer...

The quadjumper will crash-land in the desert in three rounds. Repairing the engine requires one of the PCs to make a successful **Average (◆ ◆) Mechanics check**. Failure means the PC does not fix the engine but can attempt again next round. Failure with Advantage (Advantage) means that the check next round becomes **Easy (◆)**, as the PC manages to partially fix the fault.

Meanwhile, the pilot of the *Sunstrider* can make an **Average (◆ ◆) Piloting check** with one Setback die ■ to try to level out the quadjumper. Failure on this check has no effect, but each success on this check increases the number of rounds before the quadjumper crashes by one.

If the *Sunstrider* does crash, it plows a long furrow in a sand dune but is not wrecked. The PCs must spend four or five hours and succeed on a **Hard (◆ ◆ ◆) Mechanics check** to repair the quadjumper; then, they can leave again.

STRUS CLAN PURSUIT

If the PCs crash, the GM can also give the hero players one additional complication by having one minion group of four Strus Clan enforcers show up in pursuit while they are trying to repair their ship. If the GM chooses to do this, it should be handled as a combat encounter, with the enforcers starting at long range from the PCs.

REPAIRING THE ENGINES BEFORE LIFTOFF

Forward-thinking PCs may attempt to repair the engine before they take off. In this case, a PC must succeed on the same **Average (◇ ◇) Mechanics check** already noted. If the PC does so, the GM should skip the first part of this encounter and proceed to planning on the PCs' destination.

WHERE TO NEXT?

Now that the PCs have a fully working ship, they need to decide on their destination. Their final destination is the Resistance base, but the base's location is secret. Therefore, where the PCs go to find a Resistance contact depends on their backgrounds.

THE RESISTANCE HAS TIES TO THE NEW REPUBLIC. LET'S START THERE.

A successful **Easy (◆) Knowledge check** reveals that the Resistance has some semiofficial ties to the New Republic, and that representatives of the Resistance can be found on Hosnian Prime, the New Republic's current capital. In fact, Leia Organa's envoy to the Senate, Korr Sella, is currently on the planet.

Setting course to Hosnian Prime is a fairly simple task, and does not require a check.

I KNOW OF A GATHERING PLACE WHERE THIS KIND OF INFORMATION MIGHT BE FOUND.

A successful **Average (◆ ◆) Streetwise check** means that the PC has heard of the planet Takodana, where the pirate Maz Kanata runs a watering hole in an ancient castle. Low-lifes from across the galaxy come to Maz's castle, and it's a good place to find a Resistance contact.

Like Hosnian Prime, Takodana is not hard for the PCs to locate, and if the PCs have heard of it, they can plot a course to the planet without an additional check.

I HEARD ABOUT SOME RESISTANCE PATROLS IN THESE SECTORS. IF WE BACKTRACK THEIR COURSE, WE MAY BE ABLE TO FIND THEIR ORIGIN POINT.

The final option for the PCs is to backtrack some Resistance patrols. Though this does not take the PCs to the Resistance base, it can put them in the right sector. From there, they can search out a Resistance outpost or patrol and convince the soldiers to take them to the main Resistance base, on D'qar.

To backtrack a patrol, a PC must make a successful **Easy (◆) Astrogation check**, with one Setback ■.

Once the PCs have determined where to go, they make the jump to hyperspace and proceed to **Encounter 7**.

COMPLETE ENCOUNTER 6 BEFORE MOVING ON

ENCOUNTER 7: INTERCEPTED!

In this encounter, the PCs are on their way to their destination. However, just when they think they are safe, they run into a dangerous new foe. The First Order has sent Captain Phasma and the Star Destroyer *Silencer* to patrol a hyperspace transit point between the Unknown Regions and the Core Worlds. Phasma and her forces are there to look for Resistance spies who may be infiltrating the Unknown Regions and scouting the remnants of the Empire. Captain Phasma has orders to intercept any small or suspicious starships that could be used by Resistance scouts. Unfortunately, the PCs' starship fits that description perfectly.

Once the PCs have made the jump to hyperspace and have had a chance to recover from the end of the last encounter, read aloud or paraphrase the following:

The mottled blue of hyperspace whips past as the Sunstrider *speeds toward the first hyperspace transit point. Soon you must drop out of hyperspace to calculate the next step of your journey.*

The navicomputer pings, and you pull the lever; the stars around you shrink back into points of light. You're flying through empty space, deserted...except for the massive and ominous arrow of a Star Destroyer directly ahead!

The huge ship, bigger than anything you've seen, dominates your viewports as a brusque voice crackles over the comm. "Unidentified ship, this is the Silencer. *Turn off your drives and prepare to be boarded."*

The PCs have confronted a First Order Star Destroyer. They have only two choices: surrender or attempt to flee.

LET'S GET OUT OF HERE!

Escape is very difficult, but not impossible. A successful escape means the PCs skip the last part of this encounter and the next encounter. However, if the PCs choose to do so and succeed, they should feel rewarded for it! Likewise, if they attempt to escape and fail, they'll still have a chance to escape later, so the attempt shouldn't be discouraged.

Escaping the *Silencer* first requires some evasive flying to avoid the Star Destroyer's tractor beams. This requires a **Hard (◆◆◆) Piloting check**. Add two Setback dice ■■ because the *Silencer* is very close and has the *Sunstrider* targeted already.

If the PCs manage to get out of range of the *Silencer*'s tractor beams, the Star Destroyer launches TIE fighters to pursue them. This chase can be handled narratively: the hero players can describe their ship flying desperately for the next set of hyperspace coordinates, while the GM describes a flight of four TIE fighters closing in from behind.

An Astrogation check is made to determine whether or not the PCs can make the jump to hyperspace before their engines are incapacitated by the TIE fighters. The check is a **Hard (◆◆◆) Astrogation check**, although some good shooting using the ship's guns could reduce its difficulty.

If the PCs want to try to shoot down some of the incoming TIEs first, they can make an **Average (◆◆) Gunnery check**. Success means they shoot down one TIE and decrease the difficulty of the Astrogation check to flee the system from **Hard (◆◆◆)** to **Average (◆◆)**. Advantage means their shooting keeps the TIEs at bay and adds a Boost die □ to the Astrogation check. Failure with Threat means that their shooting is so bad that the TIEs are encouraged, not discouraged, and the Astrogation check suffers a Setback die ■.

If the Astrogation check succeeds, the *Sunstrider* escapes just in the nick of time. Proceed to the end of the adventure.

If the check fails, the TIE fighters cripple the *Sunstrider*'s engines, and the *Silencer* closes in. It grabs the *Sunstrider* with a tractor beam and pulls it aboard.

IS THERE A PROBLEM, OFFICER?

The other option for the PCs is to try to play innocent and hope that the First Order will inspect their ship and let them go. If the PCs choose to do this, one PC must make an **Average (◆◆) Cool check** to respond calmly to the First Order officer on the comlink. If the PC is successful, the officer explains that this is a routine inspection, and that if the PCs cooperate, they will be sent on their way soon. More importantly, the First Order won't expect the PCs to be a threat.

INTO THE BELLY OF THE BEAST

If the PCs play along or if they attempt to escape and fail, read aloud or paraphrase the following:

Your starship shivers in the clutches of the tractor beam as you are hauled toward the immense Star Destroyer ahead. The tractor beam pulls you into a hangar bay in the side of the Silencer*: one that looks small against its bulk but turns out to be massive once you are inside.*

Racks of TIE fighters line the walls, and crew run to and fro to prep them for takeoff. A squad of stormtroopers marches smartly up the loading ramp of a waiting transport. The scene reminds you uncomfortably of the Empire of thirty years ago. Are these the fruits of the hidden Empire you discovered in the Starlight Wanderer*'s secret vault?*

ENCOUNTER 7 CONTINUES ON THE NEXT PAGE

Once the PCs are aboard, a squad of stormtroopers surrounds their ship. The stormtroopers are led by a captain wearing chrome armor and a long cape; she stands a good ten centimeters above her troops. In an authoritative tone, she demands the PCs exit their ship. Once they do, she insists at blasterpoint that they surrender their weapons.

When the PCs are disarmed, she introduces herself:

The stormtrooper commander looks each of you over, her expression unreadable behind her chromium helmet. "I am Captain Phasma of the First Order," she says at last. "Cooperate, and you will survive this encounter. Waste my time, and you will not."

Phasma proceeds to ask the PCs a series of questions. The GM can have her ask these in any order.

WHY DID YOU TRY TO ESCAPE?

If the PCs want to make up a story about why they attempted to flee, one of them must make an **opposed Deception check vs. Phasma's Discipline (●◆◆)**. Add a Setback die ■ due to the circumstances; she is expecting them to lie if they attempted to flee in the first place. However, if the hero players come up with a clever excuse, add a Boost die □ to the check.



WHERE ARE YOU TRAVELING AND WHAT IS YOUR BUSINESS?

No PC needs to make a check to answer this, they can simply make up a story or tell the truth. However, their answers may affect the difficulty of Phasma's next questions. If the PCs say they are traveling to Hosnian Prime or their business involves reconnaissance or delivering information, add a Setback ■ die to any checks to interact with Phasma as she grows suspicious. If the PCs tell Phasma they are junk traders or traveling to Takodana (or some other place in the galaxy), add a Boost □ die to any checks to interact with Phasma instead.

HAVE YOU OR ANYONE YOU KNOW EVER ENTERED THE UNKNOWN REGIONS?

Again, the PCs can be honest about this; they have never traveled into the Unknown Regions and do not know anyone who has. However, the GM can have the PCs make an **Easy (◆) Cool check** to remain calm. If they fail it, Captain Phasma becomes suspicious of them, and the PCs must add ■ to any checks made to interact with Phasma for the remainder of the conversation.

DO YOU HAVE ANY AFFILIATION WITH THE REPUBLIC OR THE RESISTANCE?

Unless the PCs want to admit that they have secret information that they are trying to bring to the Resistance, one of them is going to have to make an **opposed Deception check vs. Phasma's Discipline (● ◆ ◆)**. If the PC fails, Phasma doesn't believe them, but she begins to suspect they are hiding something. If they succeed, Phasma believes them and figures they are harmless traders.

WAIT FOR INSPECTION

If the PCs successfully deceived Phasma about their intentions, read the following aloud:

Captain Phasma nods shortly. "Thank you for your cooperation. We are going to conduct a quick inspection of your ship, then you can be on your way. Meanwhile, these troops will escort you to the waiting area."

If the PCs failed to deceive Phasma, read this aloud:

Captain Phasma stares at you for a long moment. "You're lying." She turns to her troops. "Take them to the waiting area, then tear this ship apart and find out what they are hiding!"

In either case, the PCs are escorted to the waiting area: a small room just outside the hangar bay. Proceed to **Encounter 8**.

COMPLETE ENCOUNTER 7 BEFORE MOVING ON

ENCOUNTER 8: PRISON BREAK!

In this encounter, the PCs must overpower their captors and escape from the *Silencer*. They also need to disable the tractor beam if they plan on getting far once they fly away.

However, their first goal is escaping their immediate situation. The situation they find themselves in depends on whether Captain Phasma is suspicious of them or not.

THE PCS ARE NOT UNDER SUSPICION

If the PCs successfully deceived Captain Phasma and she doesn't see them as a threat, two troopers lead them to the waiting area (a small room just off the hangar). The troopers turn the PCs' weapons over to a junior officer on duty in the waiting area, and leave. Read the following aloud:

The troopers hand your gear to the junior lieutenant on duty, then leave, the door hissing shut behind them. The lieutenant, the only other person in the room, smiles pleasantly as he opens up a wall storage unit. "Hello, I'm Lieutenant Dormitz. I'm sure the inspection will only take a moment."

You know it's only a matter of time before the First Order finds the datapads on your ship. If you're going to escape before that happens, now is the time to act!

Lieutenant Dormitz (use the First Order Junior Officer profile below) is not expecting a fight. If the PCs move quickly and grab a weapon, they can overpower him or force him to surrender by succeeding on one of the following checks:

- **Easy (◆) Coercion check** (shoving Dormitz into a corner and threatening him to keep quiet).
- **Easy (◆) Athletics** or **Coordination check** (springing past Dormitz to grab a weapon from the bin and holding him at gunpoint).
- **Average (◆◆) Brawl check** (simply punching Dormitz and knocking him unconscious).

FIRST ORDER JUNIOR OFFICER

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	W. THRESHOLD
3	8

Skills: Leadership 2 (●●), Ranged (Light) 1 (●◆), Vigilance 0 (◆◆).

Equipment: Light blaster pistol (Ranged [Light] (●◆); Damage 5; Range [Medium]; ❍❍❍❍: inflict Critical Injury), officer's uniform (+ 1 soak), tool kit.

THE PCS ARE UNDER SUSPICION

If the PCs have not deceived Captain Phasma, or if she perceives them as a threat, two troopers lead them to the waiting area (a small room just off the hangar), where a junior officer is on duty. Read the following aloud:

The troopers usher you into the room, the door hissing shut behind them. The only other person in the waiting room is a young lieutenant, who is busy studying a datapad. "Put their weapons in the storage unit," he says without looking up.

The two troopers open the storage unit, only for a pile of boxes to fall out of it and crash into them, causing them to drop your weapons. As your weapons skitter across the floor, you know that if you're going to escape, now is the time!

There is **one minion group of two First Order stormtroopers** and **one First Order junior officer** in the room. The room is relatively small; everyone starts at short range from one another. Have everyone roll Initiative using Vigilance. The PCs should each add a Boost die □ to their check, while the stormtroopers and Dormitz are distracted and must add a Setback die ■ to their checks instead. Luckily for the PCs, the room is isolated enough that nobody can hear the sounds of the fight.



ENCOUNTER 8 CONTINUES ON THE NEXT PAGE

ESCAPE

Once the PCs have deal with Dormitz (and potentially the stormtroopers) in the waiting area, the PCs must decide on their next course of action. Escape should be their primary goal.

This section presents the challenges the PCs must overcome to escape the *Silencer*, and then it offers the most likely solutions to each. As long as the PCs overcome the challenges, they can escape and continue on their quest to warn the Resistance about the hidden Imperial bases.

- Unless the PCs hid the datapads on their persons, they need to retrieve the datapads from their ship (either by escaping aboard the ship or grabbing them when they flee).
- The PCs need to find a ship, either the *Sunstrider* or (if it was damaged) a new vessel.
- The PCs need to disable the tractor beam emitters used by this hangar bay, lest they be grabbed when they attempt to escape.

DISGUISING THEMSELVES AS THE FIRST ORDER

The PCs have one officer's uniform available from the lieutenant in the waiting room, and they may also have two sets of slightly battered stormtrooper armor. Disguising themselves as First Order soldiers would allow the PCs to access the hangar bay control room or the maintenance area with the power conduits.

MAINTENANCE AREA

Conduits supplying power to the tractor beam emitter are located in the maintenance area. Signs in the corridor outside the waiting room indicate where the maintenance space is. The PCs must simply walk down the corridor to an access hatch and descend into the maintenance area below. The maintenance area is a cramped series of twisting crawl spaces bracketed in pipes, wires, and hissing machinery.

Two techs are on duty in the maintenance area. If the PCs are wearing stolen First Order uniforms, they can bluff their way past the techs with an **Easy (◆) Deception check**. If they do not have uniforms, they can instead sneak past the techs with an **Average (◆ ◆) Stealth check** (only one PC needs to make the check if everyone is together, it is assumed the PC making the check guides the others past the techs). Alternatively, the PCs could make an **Average (◆ ◆) Coercion check** to get the techs to surrender. If the PCs fail, both techs go for their blasters. Start the combat at short range, but add a Setback die ■ to all ranged attack rolls due to the cramped space.

After dealing with the techs, shutting down the conduits is simply a matter of finding the right ones and flipping their emergency shut-off switches. It does not require a check.

FIRST ORDER TECHS

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	2	1

SOAK VALUE	W. THRESHOLD
3	8

Skills: **Computers** 1 (● ◆ ◆) Mechanics 2 (● ● ◆), Ranged (Light) 1 (● ◆).

Equipment: Light blaster pistol (Ranged [Light] (● ◆); Damage 5; Range [Medium]; ☻☻☻☻: inflict Critical Injury), tech uniform (+ 1 soak), tool kit.

STORMTROOPER TRANSPORT

If the PCs don't want to attempt to shut off the tractor beams, or if the *Sunstrider* sustained damage when it was captured, the PCs may want to secure alternate transportation. Luckily, the *Silencer's* hangar bay has several stormtrooper transports,of which one could serve as an impromptu escape vehicle.

If the PCs take a stormtrooper transport, the friendly IFF codes that it broadcasts stop the tractor beams from locking onto it until the operators can reset the codes. In terms of this adventure, this gives the PCs a precious minute to fly clear of the *Silencer*. The transports are not secured, so stealing one is just a matter of getting into the pilot seat.

CONTROL ROOM

The hanger bay control room is just above the waiting room and maintenance area, access able through a turbolift in the corridor. Inside the hanger bay control room are two First Order junior officers, and two First Order techs.

FIGHT IN THE HANGAR

Once the PCs return to the hangar bay (whether they plan on retrieving the *Sunstrider* or sneaking the datapads out of their ship and then stealing the stormtrooper transport), they are eventually discovered by the First Order personnel on duty. Once they are discovered, the PCs will probably become embroiled in a desperate fight as they attempt to escape the *Silencer*.

When the PCs enter the hangar bay, the GM should have one of the minion groups of First Order stormtroopers on duty make an **Average (◆ ◆) Vigilance check** (if the PCs are wearing stolen First Order uniforms, increase the difficulty of the check to **Hard [◆ ◆ ◆]**).

If the stormtroopers succeed on the check, they notice the PCs when they enter the back of the hangar bay. If they fail with Advantage ☻, another First Order soldier stumbles into the waiting room, discovers the dead or unconscious officer there, and sounds the alert when the PCs are roughly halfway across the hangar bay. If they fail, or fail with Threat ⊛, then they notice the PCs when the PCs are at the transports or their ship.

FIRST ORDER STORMTROOPER

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD
5	5

Skills (group only): Athletics (varies; ● ● ◆ for a full group of 3, ● ◆ ◆ for a group of 2, and ◆ ◆ ◆ for a single stormtrooper), Discipline (varies, as Athletics), Melee (varies, as Athletics), Ranged (Heavy) (varies, as Athletics), Vigilance (varies, as Athletics).

Other commonly used skills: Cool 0 (◆).

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2), stormtrooper armor (+2 soak), utility belt.

Minion Rules: These stormtroopers use the minion group rules.

Note that since the stormtroopers have no strain threshold, whenever they would suffer strain, the stormtroopers instead suffer wounds.

CAPTAIN PHASMA

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD
6	18	18

Skills: Brawl 2 (● ● ◆), Cool 2 (● ● ◆), Discipline 1 (● ● ◆) Leadership 2 (● ● ◆), Ranged (Heavy) 2 (● ● ◆), Vigilance 2 (● ● ◆).

Talents: Improved Field Commander (Captain Phasma may make an **Average (◇ ◇) Leadership check**. If she succeeds, up to four minion groups may immediately perform one maneuver. If she generates a Triumph ⊕, one of those groups may perform an action, instead of a maneuver.)

Equipment: Blaster Rifle (Skill: Ranged (Heavy) [● ● ◆]; Damage 9; Range [Long]; ⊕ ⊕ ⊕: inflict Critical Injury), armored fists (Skill: Brawl [● ● ◆]; Damage 4; Range [Engaged]; ⊕ ⊕ ⊕ ⊕: inflict Critical Injury), battle armor (+2 soak), comlink, impressive cloak.

Once the PCs are noticed, the GM should have everyone make a check to determine the Initiative order and begin combat. The GM should use the map to indicate where everyone is. From the back of the hangar bay to the PC's ship is long range. There is **one minion group of three First Order stormtroopers** at the back of the hangar bay. If there are four PCs, there is **a second minion group of three First Order stormtroopers** at the PCs ship. If there are three PCs or fewer, there is **one First Order tech** at the PCs' ship, instead.

At the beginning of the second round of combat, **Captain Phasma** enters the hangar bay from the back, with **one additional minion group of three First Order stormtroopers**. At the beginning of the third round of combat, an additional minion group of three First Order stormtroopers enters the hangar bay as well. The GM should note that the PCs do not need to attempt to defeat these opponents; they merely need to get to their ship or a transport and take off. If the hero players show an inclination to stay and fight, the GM should remind them that the entire Star Destroyer is crawling with stormtroopers, and the PCs will soon be overwhelmed if they stick around.

If Captain Phasma suffers enough damage to become incapacitated, the GM should flip a Destiny Point from its black side to its white side. At that point, a nearby stormtrooper acts out of turn to step in front of the attack that would have incapacitated her, and she ducks back into the entrance to the hangar bay.

AFTER ENCOUNTER 8 ENDS

If the PCs manage to launch their ship or a transport, read aloud or paraphrase the following:

Your ship lurches into the air as the hatch closes, blaster bolts bouncing off the hull and whining past the viewports. You punch the throttle and zoom forward, out through the mag containment field and into the vastness of space.

Brilliant green laser blasts erupt around you as you desperately try to reach the hyperspace coordinates. Your ship shudders under near misses before—finally—you grasp the hyperdrive levers and make the jump to lightspeed.

If the PCs do not manage to escape, read aloud or paraphrase the following:

You stare up at the blaster barrels of the stormtroopers who overpowered you during your failed escape attempt. Captain Phasma strides over to you.

"I don't know who you are, or what your plans were," she says. "But the First Order has ways of making you talk."

The adventure is over!

COMPLETE ENCOUNTER 8 BEFORE MOVING ON

WRAP UP AND REWARDS

As the PCs return to their quest to deliver the information to the Resistance, they have succeeded in avoiding the Strus Clan and, more importantly, escaping the clutches of the First Order. But their adventures in the *Star Wars* galaxy are just beginning!

EXPERIENCE AWARDS

At the end of each session, it is customary to receive an award of experience points (XP) that the PCs can invest in new or upgraded skills or talents. Hero players should each turn to the final spread of their character folio now, where investing experience is explained. Each hero player should also be sure to transfer information from the previous character sheet to the new one. The usual award is 15 experience points, with a possible bonus for achieving significant story goals or excellent play. The suggested experience award for this adventure is 10 experience points, in addition to the 10 experience points the PCs should have received during the **Interlude: Experience and Destiny** section. This makes it a total of 20 experience points, a fitting reward for evading the clutches of the First Order!

AWARDING EXPERIENCE POINTS

The GM should award experience points after every session. The amount awarded is typically 15 XP per character for a session of two or three major encounters and a handful of minor ones. The GM can grant an additional 5 bonus XP when the PCs reach key milestones or complete story arcs. The GM is encouraged to consider awarding an extra point or two of XP for exceptional roleplaying or remarkably clever thinking and should give the hero players an idea of the source of their XP.

FURTHER ADVENTURES

Although the PCs have (probably!) managed to escape the First Order with information vital to the Republic and the Resistance, their adventures in the *Star Wars* galaxy have only just begun! The GM can continue the story using both the adventure seeds below and **A Call for Heroes**, a free adventure that is designed to follow *The Force Awakens* **Beginner Game** and is available for download at www.FantasyFlightGames.com.

THE DAY EVERYTHING CHANGED

The Force Awakens **Beginner Game** is set just before the events of *The Force Awakens*. This means the PCs can easily become caught up in the aftermath of the movie as well. As those who have watched *The Force Awakens* know, the First Order eventually launches an attack on the Republic, firing the Starkiller Base superweapon at the Hosnian system. The barrage of shots carves a path through hyperspace and vaporizes every planet in the system, including Hosnian Prime. This strike destroys the entire Galactic Senate and the majority of the New Republic Fleet.

This can catapult the PCs into the course of momentous galactic events such that they reach their destination just as the events of *The Force Awakens* end. They can end their trip only to find that the galaxy has undergone radical changes.

A REPUBLIC IN FLAMES

If the PCs headed to the Hosnian system to turn their findings over to the New Republic, they can arrive in-system to find the massive devastation of the Starkiller weapon.

As the PCs survey the wreckage of the system, they have some opportunities to save lives and help out people in need of assistance. The *Venture Dawn*, a large passenger liner, was caught by the edge of one of the planetary explosions. Its bridge was smashed and its engines were damaged. Now, it drifts slowly towards Hosnian's sun. The PCs can use the *Sunstrider* (which started out life as a shipyard tug) to pull the *Venture Dawn* out of danger, saving hundreds of lives.

JOIN THE RESISTANCE!

If the PCs' plan is to join the Resistance, the GM can have them meet up with a Resistance patrol and be escorted to D'qar. They can arrive just after the successful raid on Starkiller Base, when the surviving Resistance warriors return from their daring attack. Once the PCs turn the information about the old Imperial bases over to the Resistance, the Resistance asks them if they're willing to scout some of those locations and determine the extent of the First Order's power base in the Unknown Regions. If the PCs agree, they are likely to be fighting directly against First Order forces in the Unknown Regions. Although the Resistance can provide them with supplies and some additional weapons, overall they'll be on their own.

EXPLORING JAKKU

Jakku is a large planet, and the PCs can find plenty to do right there. After they turn over the data to the New Republic or the Resistance, the PCs may decide to return to Misha and the nomads of the *Starlight Wanderer* and help them out. If the PCs return, they will likely face an old foe: the Strus Clan. The Strus Clan sends bounty hunters and additional forces after the PCs. Eventually, the PCs may need to take the fight to the Strus Clan by locating and taking down one of its high-ranking members. If the PCs manage this, they could guarantee the safety of the nomads.

GM TIPS AND ADVICE

Game Masters has the hardest job at the table, since they are trying to manage many characters at once and keep the session moving. GMs can also have the most rewarding job, as their role is unique in the collaborative storytelling experience. Here are a few pieces of advice to make the GM's job easier and ensure a better game for everyone:

DON'T LET THE STORY STOP JUST BECAUSE OF A FAILED CHECK

Two of the most common mistakes made by new GMs are concealing too much information from the other players and assuming that the PCs will always succeed. If they are imprisoned in a First Order base and need to override the security lock on their cell to get out, then the story can grind to a halt when the PCs fail their checks to open a door.

The simplest solution to this is just to not roll checks that must be passed for the story to continue. However, sometimes the players expect to make a check at a climactic moment of the story, and automatically succeeding may feel like a letdown. Therefore, another option is to have an alternative means of progressing the story.

For example, the PCs fail to open the cell doors and set off a security alarm. First Order stormtroopers come in, notice the escape attempt, and order the PCs moved to another cell block. During the transfer, the PCs end up in a speeder truck with a single guard, and have a chance to overpower the guard, take over the speeder, and escape. The PCs are still "punished" for their failure (they were discovered by their guards, who made the reasonable decision to transfer them to a more secure facility), but the story still moves forward in an unexpected and exciting direction.

DELEGATE!

The GM can have a lot to keep track of, especially during busy scenes like combat or a complex chase scene. It's okay to delegate some responsibilities to other players. For example, one player could keep track of Initiative and call out the next Initiative slot each time a player finishes a turn. It's also entirely reasonable to let the hero players keep track of their own experience points, money, and gear.

In extreme cases, an entire NPC or spaceship could be delegated to a hero player whose PC isn't involved in a given scene. This both makes the GM's job easier and keeps the hero player involved.

SAY "YES" AND "YES, BUT..."

Roleplaying games are collaborative, improvisational storytelling experiences. It can be helpful to look at traditional improvisational theater for inspiration—specifically, the rule in improv of "say 'yes.'" When someone invents a fact of the scene that enhances the story or moves the plot forward, and it could just as easily be true as not, saying "yes" is usually the right thing to do. Usually hero players are inventive because they're looking for a way forward in the plot, so working with them to build or discover that way forward keeps the story moving.

Of course, that doesn't mean that everything should always go their way all the time. Perhaps the PCs want to scout out some of the old Imperial bases they found references to in the *Starlight Wanderer*'s records. The PCs might ask if they can fly to one of those bases, and the answer may be, "Yes, but the hyperspace route to the base is not part of the records. You know where it is, but not how to get there, and you'll need to scout out that sector to determine the correct course." Now the PCs have a way forward—traveling to that sector—but also a complication to overcome. They'll need to consider their options, and they may run into all sorts of challenges, but they have a clear objective: traveling to that sector and using their astrogation abilities to plot a new course.

The dice system is very flexible and rewards this style of play in two ways. First of all, it's quite easy to allow a player's improvised idea for an action or plan to be determined by a dice roll. "Can I shoot the stormtroopers as I hang off the side of our moving speeder?" "Yes, but the check will receive one Setback die ■ because you're firing your blaster with one hand, and a second because you're swinging back and forth." Secondly, the dice symbols—particularly Advantage, Threat, Triumph, and Despair—lend themselves to improvisation. The symbols provide inspiration for new complications and boons as the story moves in new directions.

TREAT THE OTHER PLAYERS LIKE ALLIES

Remember that all the players at the table have the same goal: to tell a fun story. It's okay to admit you don't have total mastery of the rules—the group can work together to resolve a rules dispute in the way that is the most fun and best for the story. It's okay to admit to being caught flat-footed by a decision the PCs make, and to ask for a break to plan out the next few scenes. And it's okay to throw questions to the table: "What happens next? What's the best way to interpret that Despair symbol?" The answer to the question "Does my character know anyone in Niima Outpost on Jakku?" can be "I don't know; does she?" Playing a roleplaying game is a collaborative project, and you're all on the same team.

Lastly, and most importantly: if everyone is having fun, then you're doing it right!

CRITICAL INJURIES

If an NPC suffers a Critical Injury, then for simplicity's sake, that NPC is simply defeated. A Player Character who suffers a Critical Injury suffers ill effects based on the number of Critical Injuries the character is currently suffering from. Each Critical Injury persists until it is healed. See page 24 of the **Beginner Game** Rulebook for more information on healing and recovery.

Number of Critical Injuries	Difficulty to Heal	Effects
First Critical Injury	Easy (◆)	Immediately suffer 2 strain. No ongoing effect.
Second Critical Injury	Average (◆◆)	Suffer a Setback die ■ to your next check. No ongoing effect.
Third Critical Injury	Hard (◆◆◆)	Suffer a Setback die ■ to all checks until this Critical Injury is healed.
Fourth Critical Injury	Hard (◆◆◆)	The PC is incapacitated until this Critical Injury is healed.



Success ✲ symbols are cancelled by Failure ▼ symbols; if there are any Success ✲ symbols left, the check succeeds.



Triumph ✲ symbols count as Success ✲ symbols and may also be spent to trigger a powerful positive consequence.



Advantage symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are cancelled by Threat ⚙ symbols.



Failure ▼ symbols cancel Success ✲ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✲ symbols, the check is a failure.

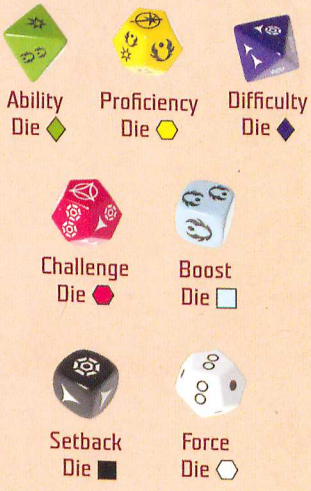


Despair ▽ symbols count as Failure ▼ symbols (they cancel Success ✲ symbols) and may also be spent to trigger a powerful negative consequence.



Threat ⚙ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are cancelled by Advantage symbols.

SYMBOLS AND DICE



SKILL CHECKS: DIFFICULTY

When a character attempts a skill check, the GM should determine the difficulty of the check. The difficulty of combat checks and opposed checks has already been discussed, but GMs must also use their best judgement to determine the difficulty of ordinary skill checks.

Difficulty Level	Dice	Example
Simple	–	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the possible magnitude of success, or with one or more Setback dice ■ to indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at short range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, trying to strike a target with a melee attack while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting at a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting at a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without a breathable atmosphere.

Read this after completing the Adventure Book

A CALL FOR HEROES

The action continues for you and your friends in "A Call for Heroes," a **FREE** bonus adventure available for download from our website.

As war ignites, will the Player Characters stand with the Resistance against the First Order?

The PCs may have delivered the secret datafiles to the Resistance, but now the First Order strikes out across the galaxy. With the galaxy in chaos, the PCs must investigate the contents of the datafiles, exploring lost Imperial installations to find out the true reach and power of this new foe. However, the First Order is a dangerous adversary. When it strikes back, can the PCs survive its wrath?

Available now at:

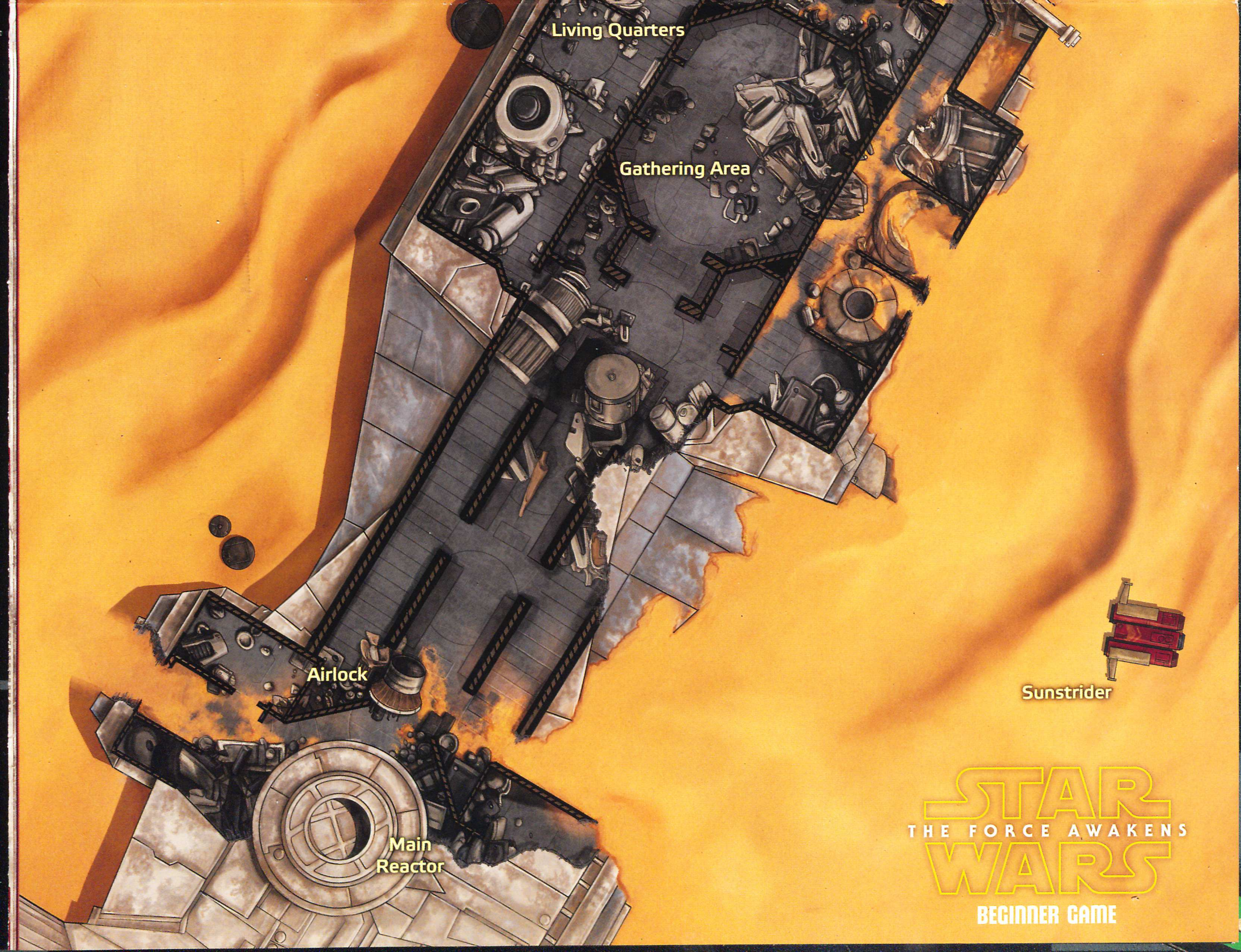
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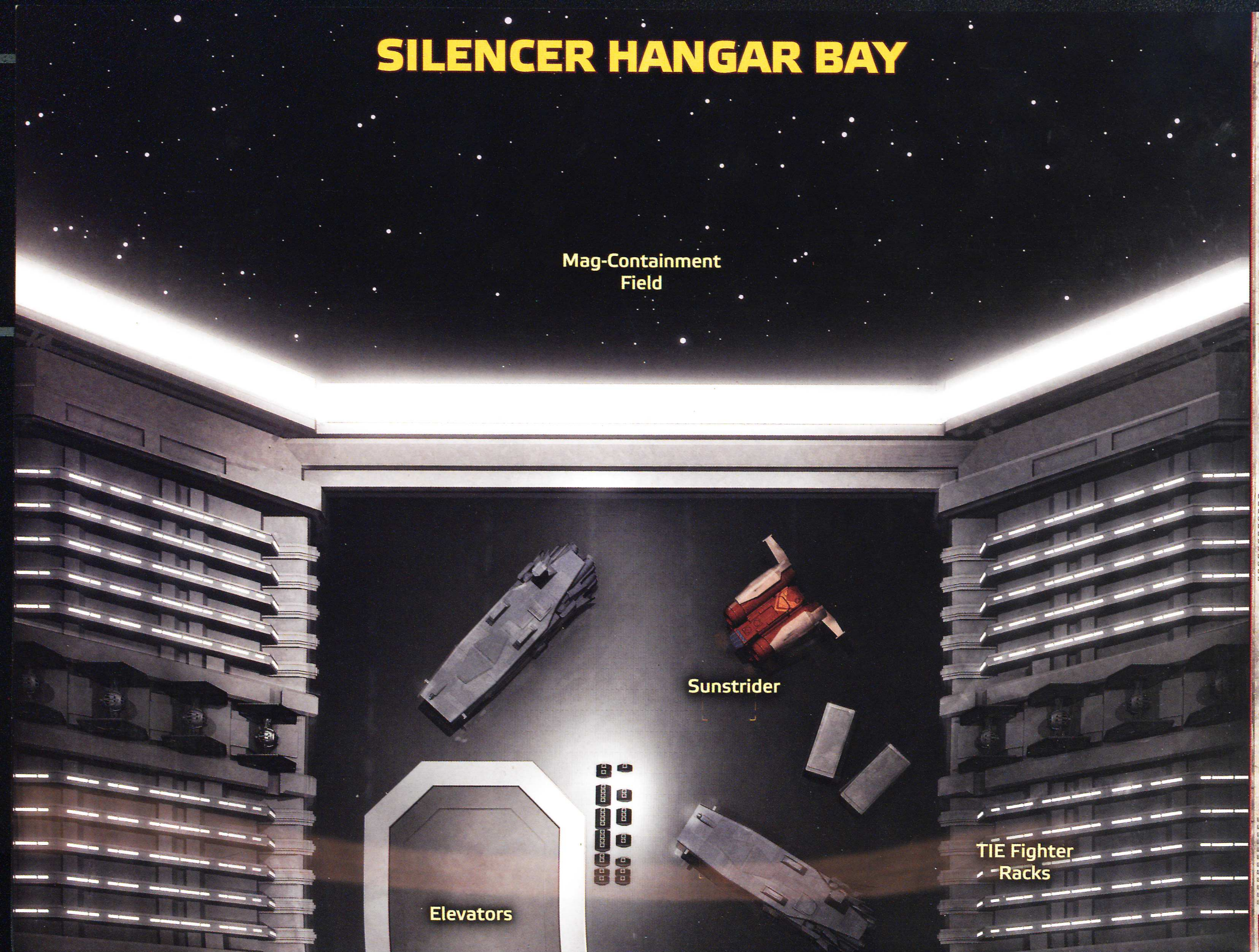
STAR WARS
THE FORCE AWAKENS
BEGINNER GAME

THE STARLIGHT WANDERER




Living Quarters
Gathering Area
Airlock
Main Reactor
Sunstrider
STAR WARS
THE FORCE AWAKENS
BEGINNER GAME

SILENCER HANGAR BAY



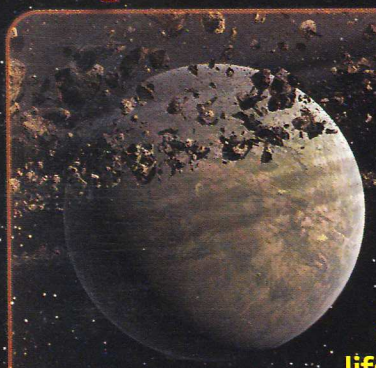

TIE Fighter
Racks
Stormtrooper
Transports
Bay
Entrance
Control Room

STARKILLER BASE



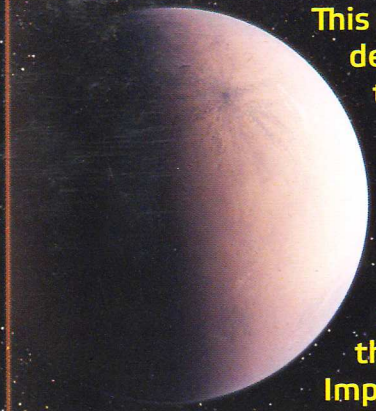
Key to the First Order's plans of galactic domination, Starkiller Base is a weapon of terrifying power. The entire planet has been converted into an installation that can drain a star's energy and use it to destroy planets on the other side of the galaxy.

D'QAR



A planet with plentiful vegetation but not sentient life, D'Qar was first considered as an outpost by the Rebel Alliance during the Civil War. Now, the Resistance uses it as a hidden base of operations.

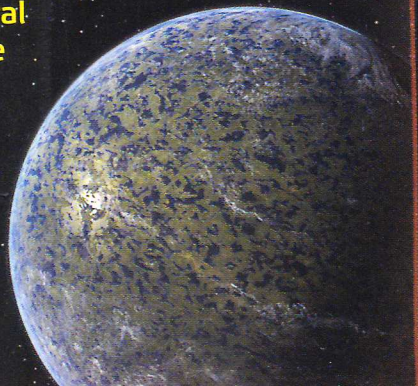
JAKKU



This backwater desert world on the edge of the Unknown Regions was once the site of a great battle between the retreating Imperial Navy and the New Republic fleet. Scores of warships crashed into the sands, and Jakku has since become a haven for scavengers.

TAKODANA

Takodana has long been a safe port for privateers and scum, the planet where the famed pirate Maz Kanata makes her home. Her castle keep looms over one of Takodana's many lakes; a neutral ground where spies and agents from across the galaxy can come to find information.






10 11 12 13 14 15 16 17 18 19 20 21
U T S R Q P O N M L K J I H G F E D
Aduba
Teth
Daluuj
Shola
Barab
Formos
Dubrava
Nar Haaska
Kuphdi
Honoghr
Kessel
Hutt Space
Sylvris
Arami
Tammuz-an
Gamorr
Pzob
Rothana
Ylesia
Riileb
Excarga
Kowak
Sleheyron
Saki
Varl
Hollastin
Cyborrea
Rorak
Nimban
Pity
Circumtore
Nar Kaaga
Nal Hutta
Nar Shaddaa
Toydaria
Chalacta
Kwenn
Ukio
Molavar
Hypori
Rishi
Roon
Manda
Siskeen
Naos
WILD SPACE
Smuggler's Run
Arkanis Sector
Ryloth
Ord Pardron
Shimia
Tatooine
Geonosis
Bothan Space
Moonus Mandel
Kothlis
Bothawui
Lannik
Lahsbane
Iskalon
Rodia
Orvax
Ubrikkia
Dressel
Leritor
Christophsis
Nelvaan
Sneeve
Daalang
Nexus Ortai
Radnor
Lok
Dom-Bradden
Drexel
Randon
Deysum
Uogo'cor
Nanth'ri
Nixor
Monastery
Ando
Herdessa
Mon Gazza
Llanic
Socorro
Ruusan
Falleen
Zhar
Attahox
New Apsolon
Zolan
Reuss
Skynara
Karazak
Lorahns
Paqwepor
Druckenwell
Rintonne
Vergesso
Spice Terminus
Alzoc
Umbara
Cularin
Kalarba
Farstine
Trigalis
Suarbi
Onderon
Celegia
Belasco
Mimban
Cyrillia
New Cov
Aridus
Milagro
Bannistar Sta.
Rugosa
Vohai
Svivren
Maryx Minor
Ambria
Zeltros
Bacrana
Gamor
Iktotch
Enarc
D'Qar
Cona
Manaan
Gyndine
Allanteen
Vendaxa
Kalinda
Naboo
Shadda-Bi-Boran
Umgul
Telti
Antar
Tynna
Kerkoidha
Arbra
Sharlissia
Cotellier
Kirdo
Vestar
Ailon
Kira
Commenor
Sprana
Chardaan
Sanrafsix
Omwat
Kabal
Sevarcos
Balmorra
Neimoidia
Cato Neimoidia
Quellor
Iseno
ZeHeth
Malastare
Pax
Darkknell
Utapau
Kattada
Humbarine
Exodeen
Byblos
Dargulli
Derra
M'haeli
Atzerri
Haruun Kal
Xagobah
Queyta
Kuat
Bellassa
Tinnel
Loronar
Koonya
Eriadu
Triton
Dagobah
Karideph
Kal'Shebbol
Alderaan
Fedalle
Rendili
Corellia
Duro
Columus
Sarapin
Clak'dor
Sluis Van
Elrood
Askaj
Vandelhelm
Vondarc
Indupar
Sullust
Woostri
Devaron
Kelada
Bestine
Hosnian Prime
Ojom
Caamas
Tenasi
Foless
Mechis
Wroona
Harrin
Andara
Teyr
Yag'Dhul
Thyferra
Skako
Balosar
Qat Chrystac
Eiattu
Tibrin
Shumavar
Atravis
Vulpter
Ixtlier
Aargau
Empress Teta
Tython
Deep Core
Khomm
Fondor
Kiffex/Kiffu
Ghorman
Abregado-Rae
Giju
Dentaal
Nkllon
Senex-Juvex Sectors
Karfeddion
Belsavis
Dolla
Mustafar
Rutan
Subterrel
Kinyen
Cyphar
Ogem
Coruscant
Kalist
Constancia
Botor
Daupherm
Prakith
Byss
Greater Javin
Kriselist
Jiroch
Berrol's Donn
Polis Massa
Delrakkin
Noe'ha'on
Bomis Koori
Kaal
Mugaar
Nothoin
Manpha
Terminus
Iode Naha
Saijo
Imynusoph
Lorta
Gerrenthum
Lutrillia
Hoth
Bespin
N'Zoth
Pnu
Kitel Phard
Takodana
Core
Riflor
Anoth
Kinooine
Chalcedon
Sump
Jakku
Colonies
Cerea
Ryoone
Virgillia
Thakwaa
Inner Rim
Lipsec
Trenwyth
Koda Station
Expansion Region
Moddell subsector
Skye
Codia
Endor
Rattatak
Firrerre
Mid Rim
Zaddja
Gannaria
Bunduki
Mephout
Seoul
Red Nebula
Outer Rim
Rakata Prime
Bakura
WILD SPACE
Major Trade Routes of the Galaxy:
1 Perlemian Trade Route
2 Corellian Run
3 Corellian Trade Spine
4 Rimma Trade Route
5 Hydian Way
Unknown Regions
Lwhekk
10 11 12 13 14 15 16 17 18 19 20 21

TIRAS'S STORY

Tiras Or'un had the supreme misfortune to grow up on Jakku. Born to a family of moisture farmers who made a meager living supplying local communities with water, all Tiras had to look forward to was one day inheriting a collection of battered vaporators and one hundred acres of desert.

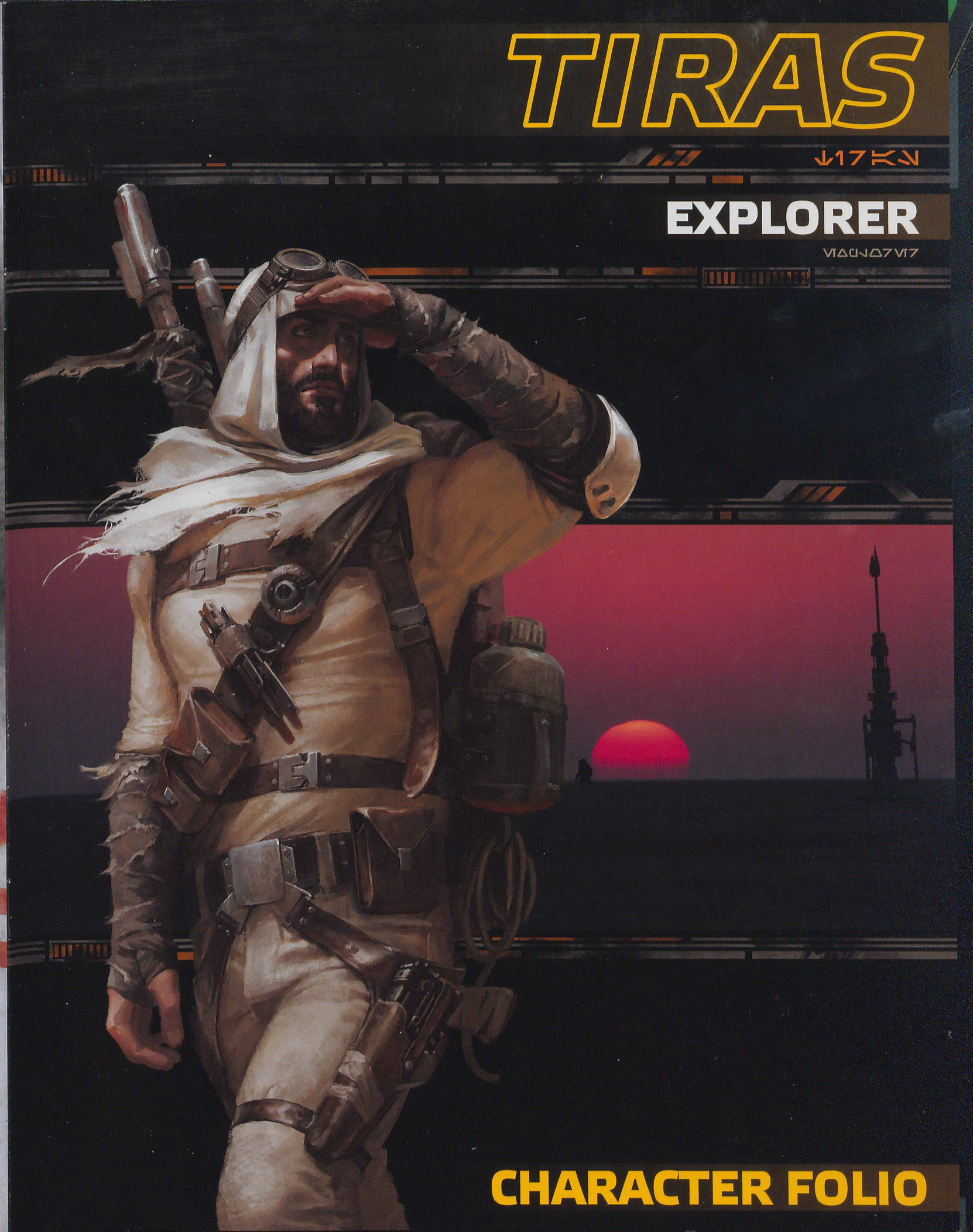
Then, the Empire came. Tiras was only eleven years old when the Empire assembled its fleet over Jakku's sands for the final showdown against the New Republic. As the ground shook and the skies darkened under the smoke of crashing starships, Tiras abandoned the vaporator he was repairing and rushed home. When he arrived, he found his house, and his family, were gone, wiped out by a crashing Star Destroyer.

Suddenly an orphan, Tiras barely survived the journey to a nearby nomad camp. In the years that followed, he turned to junk scavenging as the only means of survival, bringing his hauls from scrapped starships to the newly founded Niima Outpost. Years of work did nothing to dull his hatred for the Empire, whose ambition and lust for power brought war to his world and killed his family.

Eventually, Tiras fell in with the vicious criminals of the Strus Clan, working for them as a desert guide and sometimes-enforcer. In his desperation for vengeance, he thought such violent brutes would give him the skills he would need to fight back against the Empire. In time, however, Tiras felt his need for vengeance wane and he accepted that the Empire was truly dead and gone. Realizing that hatred had poisoned his heart, he found he couldn't ignore the vicious nature of the criminals he worked for, and so he left.

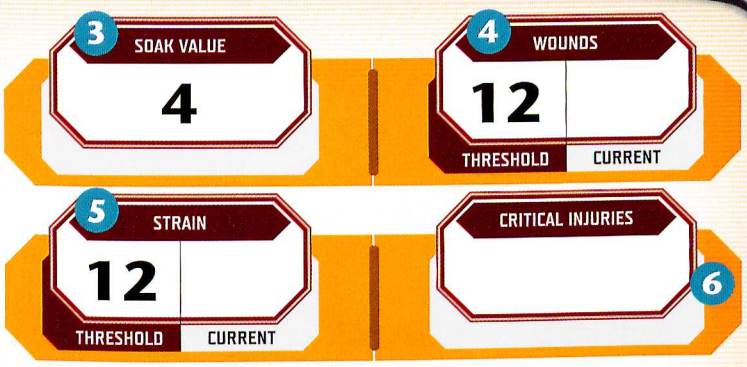
The Strus Clan has hunted for him among the sand seas of Jakku, but Tiras's survival skills have kept him one step ahead. Recently, He joined up with a group of nomads hard at work salvaging a crashed New Republic corvette. When the nomads found evidence of some secret treasure buried inside the ship, Tiras was one of the first to realize the danger such a treasure posed. When the Strus Clan contacted the nomads and demanded the treasure, his fears were realized. He convinced Misha Vontoba, the nomad's leader, to contact an old soldier she knew and help her deal with the Strus Clan's enforcers. Although he's terrified about facing the Strus Clan again, he knows he has to finally stand up to them.

TIRAS



EXPLORER

CHARACTER FOLIO



WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blaster Pistol	Ranged (Light)	Medium	7	
• You deal 7 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for .				
Vibroknife	Melee	Engaged	3	
• You deal 3 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Pierce 2: The target's soak value is reduced by 2 against this attack. • Inflict a Critical Injury on a hit for .				
Fists	Brawl	Engaged	2	
• You deal 2 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for . • Knock the target prone on a hit for . • Disorient the target for 3 rounds on a hit for . A disoriented target adds 1 Setback die ■ to all skill checks he performs.				

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication with other characters using comlinks.
Padded Armor	+2 soak (already included in soak value).
Climbing Gear	Helps characters climb, especially difficult surfaces.
Fusion Lantern	Provides bright light and power for electronic devices.
Quadnoculars	Eliminates penalties for viewing objects or locations at long range.
Respirator	Eliminates penalties for dangerous gases or contaminated atmosphere.

MONEY

100 credits

CHARACTER HEALTH STATS

3 **Soak** value reduces incoming damage and can prevent wounds. Your soak value is equal to the sum of your Brawn and the soak value of your armor.

4 **Wounds** represent physical damage to your body. If your wounds exceed your **Wound Threshold**, you are knocked out and suffer a Critical Injury. Wounds can be recovered through the Medicine skill and stimpacks.

5 **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your strain ever exceeds your **Strain Threshold**, you pass out.

6 You might suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the Beginner Game Adventure.

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Assist another character
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidentals.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2-page spread contains the information you need to begin your adventure.

CHARACTER SHEET

Your **Character Sheet** provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.

CHARACTERISTICS & SKILLS

1. Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll more ✲ than ▼, you succeed.
2. Please reference these skills and descriptions of what they do on the back of the **Beginner Game** Rulebook.

SYMBOLS & DICE

Success ✲ symbols are canceled by Failure ▼ symbols; if there are any Success ✲ symbols left at the end (after canceling), the check succeeds.

Triumph ✲ symbols count as Success ✲ symbols and may also be spent to trigger a powerful positive consequence.

Advantage symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat symbols.

Failure ▼ symbols cancel Success ✲ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✲ symbols, the check is a failure.

Despair symbols count as Failure ▼ symbols (they cancel Success ✲ symbols) and may also be spent to trigger a powerful negative consequence.

Threat symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage symbols.



Ability Die ◆ | Proficiency Die ● | Difficulty Die ◆ | Challenge Die ● | Boost Die ■ | Setback Die □ | Force Die ⬢

CHARACTER SHEET

CHARACTER NAME : TIRAS OR'UN

SPECIES HUMAN

CAREER EXPLORER



CHARACTERISTICS

1

BRAWN	AGILITY	INTELLECT
2	3	2

CUNNING	WILLPOWER	PRESENCE
4	2	2

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	1	●◆
Athletics (Br)	1	●◆
Charm (Pr)	0	◆◆
Coercion (Will)	0	◆◆
Computers (Int)	0	◆◆
Cool (Pr)	0	◆◆
Coordination (Ag)	0	◆◆◆
Deception (Cun)	1	●◆◆◆
Discipline (Will)	0	◆◆
Knowledge (Int)	0	◆◆
Leadership (Pr)	0	◆◆
Mechanics (Int)	0	◆◆
Medicine (Int)	0	◆◆
Negotiation (Pr)	0	◆◆
Perception (Cun)	1	●◆◆◆
Piloting (Ag)	0	◆◆◆
Resilience (Br)	0	◆◆
Skulduggery (Cun)	0	◆◆◆◆
Stealth (Ag)	1	●◆◆
Streetwise (Cun)	0	◆◆◆◆
Survival (Cun)	2	●●◆◆
Vigilance (Will)	0	◆◆
COMBAT SKILLS		
Brawl (Br)	0	◆◆
Gunnery (Ag)	0	◆◆◆
Melee (Br)	1	●◆
Ranged (Light) (Ag)	1	●◆◆
Ranged (Heavy) (Ag)	0	◆◆◆



CHARACTER HEALTH STATS

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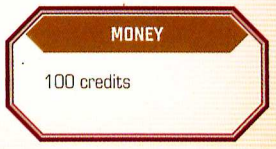
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Vibroknife	Melee	Engaged	3	
• You deal 3 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Pierce 2: The target's soak value is reduced by 2 against this attack. • Inflict a Critical Injury on a hit for ✲✲.				
Fists	Brawl	Engaged	2	
• You deal 2 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for ✲✲✲✲✲. • Knock the target prone on a hit for ✲ ✲. • Disorient the target for 3 rounds on a hit for ✲ ✲. A disoriented target adds 1 Setback die ■ to all skill checks he performs.				

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication with other characters using comlinks.
Padded Armor	+2 soak (already included in soak value).
Climbing Gear	Helps characters climb, especially difficult surfaces.
Fusion Lantern	Provides bright light and power for electronic devices.
Quadnoculars	Eliminates penalties for viewing objects or locations at long range.
Respirator	Eliminates penalties for dangerous gases or contaminated atmosphere.



THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Assist another character
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidentals.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2-page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (XP). You can spend those 10 experience points to purchase any of the following upgrades, worth up to a total of 10 XP.

UPGRADE MENU

XP COST 10

1

Perception Skill

You train your Perception skill. You gain one skill rank in Perception. Your dice pool changes from ◆◆◆ to ◆◆◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

XP COST 5

2

Skulduggery Skill

You train your Skulduggery skill. You gain one skill rank in Skulduggery. Your dice pool changes from ◆◆◆◆ to ◆◆◆◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST 5

Quick Strike Talent

You gain the Quick Strike talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Quick Strike: The character adds one Boost die ■ per rank of Quick Strike to combat checks made against any target that has not yet acted in the encounter.

XP COST 5

Stalker Talent

You gain the Stalker talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Stalker: The character adds ■ per rank of Stalker to all Coordination and Stealth checks.

CHARACTER SHEET

CHARACTER NAME : TIRAS OR'UN

SPECIES HUMAN

CAREER EXPLORER



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	3	2
CUNNING	**WILLPOWER**	**PRESENCE**
4	2	2

SKILLS

	SKILLS	RANK	DICE POOL
	Astrogation (Int)	1	○◆
	Athletics (Br)	1	○◆
	Charm (Pr)	0	◆◆
	Coercion (Will)	0	◆◆
	Computers (Int)	0	◆◆
	Cool (Pr)	0	◆◆
	Coordination (Ag)	0	◆◆◆
	Deception (Cun)	1	○◆◆◆
	Discipline (Will)	0	◆◆
	Knowledge (Int)	0	◆◆
	Leadership (Pr)	0	◆◆
	Mechanics (Int)	0	◆◆
	Medicine (Int)	0	◆◆
	Negotiation (Pr)	0	◆◆
1	Perception (Cun)	1/2	○◆◆◆/○○◆◆
	Piloting (Ag)	0	◆◆◆
	Resilience (Br)	0	◆◆
2	Skulduggery (Cun)	0/1	◆◆◆◆/○◆◆◆
	Stealth (Ag)	1	○◆◆
	Streetwise (Cun)	0	◆◆◆◆
	Survival (Cun)	2	○○◆◆
	Vigilance (Will)	0	◆◆
	COMBAT SKILLS		
	Brawl (Br)	0	◆◆
	Gunnery (Ag)	0	◆◆◆
	Melee (Br)	1	○◆
	Ranged (Light) (Ag)	1	○◆◆
	Ranged (Heavy) (Ag)	0	◆◆◆

SOAK VALUE	WOUNDS		STRAIN		CRITICAL INJURIES
4	12		12		
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blaster Pistol	Ranged (Light)	Medium	7	
• You deal 7 damage on a hit + 1 damage per uncanceled Success symbol rolled. • Inflict a Critical Injury on a hit for .				
Vibroknife	Melee	Engaged	3	
• You deal 3 damage on a hit + 1 damage per uncanceled Success symbol rolled. • Pierce 2: The target's soak value is reduced by 2 against this attack. • Inflict a Critical Injury on a hit for .				
Fists	Brawl	Engaged	2	
• You deal 2 damage on a hit + 1 damage per uncanceled Success symbol rolled. • Inflict a Critical Injury on a hit for . • Knock the target prone on a hit for . • Disorient the target for 3 rounds on a hit for . A disoriented target adds 1 Setback die to all skill checks he performs.				

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication with other characters using comlinks.
Padded Armor	+2 soak (already included in soak value).
Climbing Gear	Helps characters climb, especially difficult surfaces.
Fusion Lantern	Provides bright light and power for electronic devices.
Quadnoculars	Eliminates penalties for viewing objects or locations at long range.
Respirator	Eliminates penalties for dangerous gases or contaminated atmosphere.

MONEY

SYMBOLS & DICE

Success symbols are canceled by Failure symbols; if there are any Success symbols left at the end (after canceling), the check succeeds.

Triumph symbols count as Success symbols and may also be spent to trigger a powerful positive consequence.

Advantage symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat symbols.

Failure symbols cancel Success symbols. If there are enough Failure symbols to cancel all the Success symbols, the check is a failure.

Despair symbols count as Failure symbols (they cancel Success symbols) and may also be spent to trigger a powerful negative consequence.

Threat symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage symbols.



Ability Die | Proficiency Die | Difficulty Die | Challenge Die | Boost Die | Setback Die | Force Die

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Assist another character
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

CHARACTER SHEET

CHARACTER NAME : TIRAS OR'UN

SPECIES HUMAN

CAREER EXPLORER



SOAK VALUE

WOUNDS

THRESHOLD | CURRENT

STRAIN

THRESHOLD | CURRENT

CRITICAL INJURIES

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	3	2
CUNNING	**WILLPOWER**	**PRESENCE**
4	2	2

SKILLS

SKILLS (1)	CAREER	RANK	DICE POOL
Astrogation (Int)	•		
Athletics (Br)	•		
Charm (Pr)			
Coercion (Will)			
Computers (Int)			
Cool (Pr)			
Coordination (Ag)			
Deception (Cun)	•		
Discipline (Will)			
Knowledge (Int)			
Leadership (Pr)			
Mechanics (Int)			
Medicine (Int)			
Negotiation (Pr)			
Perception (Cun)	•		
Piloting (Ag)			
Resilience (Br)			
Skulduggery (Cun)			
Stealth (Ag)	•		
Streetwise (Cun)	•		
Survival (Cun)	•		
Vigilance (Will)			
COMBAT SKILLS			
Brawl (Br)			
Gunnery (Ag)			
Melee (Br)	•		
Ranged (Light) (Ag)	•		
Ranged (Heavy) (Ag)			

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

EXPLORER: TALENT TREE 2

Career Skills: Astrogation, Athletics, Deception, Melee, Perception, Ranged (Light), Stealth, Streetwise, Survival

TOUGHENED
Gain +2 wound threshold.
COST 5

QUICK STRIKE
Add ☐ per rank of Quick Strike to combat checks against targets that have not acted yet.
COST 5

STALKER
Add ☐ per rank of Stalker to all Stealth and Coordination checks.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

HEIGHTENED AWARENESS
Allies within short range add ☐ to Perception and Vigilance checks. Engaged allies add ☐☐.
COST 10

PIN
Take Pin action: make an opposed Athletics check to immobilize an engaged opponent until the end of the character's next turn. Spend ⊕ to extend duration one round.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

KEEN EYED
Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.
COST 10

UTILITY BELT
Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.
COST 15

QUICK STRIKE
Add ☐ per rank of Quick Strike to combat checks against targets that have not acted yet.
COST 15

DODGE
When targeted by a combat check, may perform a Dodge incidental to suffer a number of strain and upgrade the difficulty of the check by that number. Strain suffered this way cannot exceed ranks in Dodge.
COST 15

STALKER
Add ☐ per rank of Stalker to all Stealth and Coordination checks.
COST 15

INVESTING EXPERIENCE POINTS

As you continue to play, you will occasionally receive experience points from the GM that you can spend to improve your character. You may spend this XP to increase your skills or to advance along your talent tree. See page 15 of the Beginner Game Rulebook for more detailed information.

SKILL TRAINING 1

The cost for training skills falls into one of two categories: career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from rank 0 to rank 2 costs 15 experience points (5 for raising it from rank 0 to rank 1, then 10 more for raising it from rank 1 to rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience points, and so on.

ACQUIRING TALENTS 2

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The talents in the topmost row are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices cost 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you can only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via the aforementioned links to one or more talents you have already acquired. Each entry on the talent tree can only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents can be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.





MHAR'LI'S STORY

Most people would describe the years since the Galactic Civil War as peaceful; up-and-coming smuggler and junkrunner Mhar'li just describes them as boring.

Born just after the establishment of the New Republic and the fall of the Empire, Mhar'li grew up on Ord Mantell. Raised on holovids, tales of adventure, and accounts of the high heroism of the plucky Rebel Alliance in the face of the Galactic Empire, Mhar'li lied about her age and enrolled in flight school as soon as she could. She raced through basic flight training, astrogation school, and advanced combat training...only to graduate and find herself in a galaxy that no longer wanted warriors.

Mhar'li's only option was the New Republic Fleet. However, she quickly realized that countless would-be snubfighter aces had the same thought. Even if she got one of the few hotly contested spots in a combat squadron, she would spend her career guarding convoys, escorting diplomatic envoys, and if she were really lucky, chasing down the occasional pirate. Thoroughly disappointed, Mhar'li packed her bags and headed for the Outer Rim. There, she hoped, her life would at least be interesting.

After years of flying along the frontier, Mhar'li managed to scrape together enough to afford her own starship (the quadjumper *Sunstrider*), and she found herself working the salvage runs out of Jakku. When the mercenary Fira Bon asked Mhar'li to fly her and the Abednedo Durm Bormo out to a wreck, Mhar'li figured it would be some easy money. Besides, there were rumors that the nomads out that way had found something particularly valuable.

Unfortunately, just as the three of them arrived, one of the components in the *Sunstrider*'s main drive blew. She thinks the ship can still fly—for now, anyway—but Mhar'li wants to get the engine fixed before she tries it, just in case. On the one hand, this means she's stuck with these nomads while a group of armed gangsters tries to take over the place. But on the other hand, at least it won't be boring!

MHAR'LI

ACE



CHARACTER FOLIO

Start Here: This 2-page spread contains the information you need to begin your adventure.

CHARACTER SHEET

Your **Character Sheet** provides all the information you need to play the game. It also provides a place to write down your current status, weapons, armor, and equipment.

CHARACTERISTICS & SKILLS

1. Your characteristics are used to calculate many game values but are rarely used directly. Whenever you attempt a task that might fail, you make a skill check. The dice you roll for this check are called your dice pool, and are based on your rank in that skill and your characteristic. If you roll more ✲ than ▼, you succeed.
2. Please reference these skills and descriptions of what they do on the back of the BEGINNER GAME Rulebook.

SYMBOLS & DICE

Success ✲ symbols are canceled by Failure ▼ symbols; if there are any Success ✲ symbols left at the end (after canceling), the check succeeds.

Triumph ✲ symbols count as Success ✲ symbols and may also be spent to trigger a powerful positive consequence.

Advantage symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat symbols.

Failure ▼ symbols cancel Success ✲ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✲ symbols, the check is a failure.

Despair symbols count as Failure ▼ symbols (they cancel Success ✲ symbols) and may also be spent to trigger a powerful negative consequence.

Threat symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage symbols.



Ability Die ◆ | Proficiency Die ● | Difficulty Die ◆ | Challenge Die ● | Boost Die ■ | Setback Die □ | Force Die ⬢

CHARACTER SHEET

CHARACTER NAME : MHAR'LI

SPECIES HUMAN

CAREER ACE



CHARACTERISTICS

1

BRAWN	AGILITY	INTELLECT
2	4	2

CUNNING	WILLPOWER	PRESENCE
2	3	2

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	1	● ◆
Athletics (Br)	0	◆ ◆
Charm (Pr)	0	◆ ◆
Coercion (Will)	0	◆ ◆ ◆
Computers (Int)	0	◆ ◆
Cool (Pr)	1	● ◆
Coordination (Ag)	0	◆ ◆ ◆ ◆
Deception (Cun)	0	◆ ◆
Discipline (Will)	1	● ◆ ◆
Knowledge (Int)	0	◆ ◆
Leadership (Pr)	0	◆ ◆
Mechanics (Int)	0	◆ ◆
Medicine (Int)	0	◆ ◆
Negotiation (Pr)	0	◆ ◆
Perception (Cun)	0	◆ ◆
Piloting (Ag)	2	● ● ◆ ◆
Resilience (Br)	0	◆ ◆
Skulduggery (Cun)	0	◆ ◆
Stealth (Ag)	1	● ◆ ◆ ◆
Streetwise (Cun)	0	◆ ◆
Survival (Cun)	0	◆ ◆
Vigilance (Will)	1	● ◆ ◆
COMBAT SKILLS		
Brawl (Br)	0	◆ ◆
Gunnery (Ag)	1	● ◆ ◆ ◆
Melee (Br)	0	◆ ◆
Ranged (Light) (Ag)	1	● ◆ ◆ ◆
Ranged (Heavy) (Ag)	0	◆ ◆ ◆ ◆



WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	

- You deal 6 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled.
- Inflict a Critical Injury on a hit for .

Fists	Brawl	Engaged	2	

- You deal 2 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled.
- Inflict a Critical Injury on a hit for .
- Knock the target prone on a hit for .
- Disorient the target for 3 rounds on a hit for . A disoriented target adds 1 Setback die ■ to all skill checks he performs.

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication with other characters using comlinks.
Flight Suit	+1 soak (already included in soak value). Can seal for vacuum tolerance.
Datapad	Contains charts and starship schematics.

MONEY

300 credits

CHARACTER HEALTH STATS

3 **Soak** value reduces incoming damage and can prevent wounds. Your soak value is equal to the sum of your Brawn and the soak value of your armor.

4 **Wounds** represent physical damage to your body. If your wounds exceed your **Wound Threshold**, you are knocked out and suffer a Critical Injury. Wounds can be recovered through the Medicine skill and stimpacks.

5 **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your strain ever exceeds your **Strain Threshold**, you pass out.

6 You might suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the Beginner Game Adventure.

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Assist another character
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidentals.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2-page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (XP). You can spend those 10 experience points to purchase any of the following upgrades, worth up to a total of 10 XP.

UPGRADE MENU

XP COST 5

1

Perception Skill

You train your Perception skill. You gain one skill rank in Perception. Your dice pool changes from ◆◆ to ●◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST 10

2

Ranged (Light)

You train your Ranged (Light) skill. You gain one skill rank in Ranged (Light). Your dice pool changes from ●◆◆◆ to ●●◆◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

XP COST 5

Skilled Jockey Talent

You gain the Skilled Jockey talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Skilled Jockey: Whenever you make a Piloting check, you remove 1 Setback ☐ die from the dice pool before making the check. For example, you suffer no penalty to your Pilot checks due to the *Sunstrider*'s state of disrepair.

XP COST 5

3

Grit Talent

You gain the Grit talent. Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct value (13 or 14) on your strain threshold.

Grit: Your strain threshold is increased by 1 (from 13 to 14).

CHARACTER SHEET

CHARACTER NAME : MHAR'LI

SPECIES HUMAN

CAREER ACE



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	4	2

CUNNING	WILLPOWER	PRESENCE
2	3	2

SKILLS

	SKILLS	RANK	DICE POOL
	Astrogation (Int)	1	●◆
	Athletics (Br)	0	◆◆
	Charm (Pr)	0	◆◆
	Coercion (Will)	0	◆◆◆
	Computers (Int)	0	◆◆
	Cool (Pr)	1	●◆
	Coordination (Ag)	0	◆◆◆◆
	Deception (Cun)	0	◆◆
	Discipline (Will)	1	●◆◆
	Knowledge (Int)	0	◆◆
	Leadership (Pr)	0	◆◆
	Mechanics (Int)	0	◆◆
	Medicine (Int)	0	◆◆
	Negotiation (Pr)	0	◆◆
1	Perception (Cun)	0/1	◆◆ / ●◆
	Piloting (Ag)	2	●●◆◆
	Resilience (Br)	0	◆◆
	Skulduggery (Cun)	0	◆◆
	Stealth (Ag)	1	●◆◆◆
	Streetwise (Cun)	0	◆◆
	Survival (Cun)	0	◆◆
	Vigilance (Will)	1	●◆◆
	COMBAT SKILLS		
	Brawl (Br)	0	◆◆
	Gunnery (Ag)	1	●◆◆◆
	Melee (Br)	0	◆◆
2	Ranged (Light) (Ag)	1/2	●◆◆◆ / ●●◆◆
	Ranged (Heavy) (Ag)	0	◆◆◆◆

SOAK VALUE	WOUNDS	
3	12	
	THRESHOLD	CURRENT

3 STRAIN	CRITICAL INJURIES
13/14	
THRESHOLD CURRENT	

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blaster Pistol	Ranged (Light)	Medium	6	
• You deal 6 damage on a hit + 1 damage per uncanceled Success symbol rolled. • Inflict a Critical Injury on a hit for .				
Fists	Brawl	Engaged	2	
• You deal 2 damage on a hit + 1 damage per uncanceled Success symbol rolled. • Inflict a Critical Injury on a hit for . • Knock the target prone on a hit for . • Disorient the target for 3 rounds on a hit for . A disoriented target adds 1 Setback die ■ to all skill checks he performs.				

GEAR, EQUIPMENT, & OTHER ITEMS	
2 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication with other characters using comlinks.
Flight Suit	+1 soak (already included in soak value). Can seal for vacuum tolerance.
Datapad	Contains charts and starship schematics.

MONEY

SYMBOLS & DICE

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Despair symbols count as Failure symbols (they cancel Success symbols) and may also be spent to trigger a powerful negative consequence.

Threat symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage symbols.



Ability Die ◆ | Proficiency Die ● | Difficulty Die ◆ | Challenge Die ● | Boost Die ■ | Setback Die □ | Force Die ⬢

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- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Assist another character
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

CHARACTER SHEET

CHARACTER NAME : MHAR'LI

SPECIES HUMAN

CAREER ACE



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	4	2

CUNNING	WILLPOWER	PRESENCE
2	3	2

SOAK VALUE

WOUNDS — THRESHOLD | CURRENT

STRAIN — THRESHOLD | CURRENT

CRITICAL INJURIES

SKILLS

SKILLS	CAREER (1)	RANK	DICE POOL
Astrogation (Int)	•		
Athletics (Br)			
Charm (Pr)			
Coercion (Will)			
Computers (Int)			
Cool (Pr)	•		
Coordination (Ag)			
Deception (Cun)			
Discipline (Will)	•		
Knowledge (Int)			
Leadership (Pr)			
Mechanics (Int)	•		
Medicine (Int)			
Negotiation (Pr)			
Perception (Cun)	•		
Piloting (Ag)	•		
Resilience (Br)			
Skulduggery (Cun)			
Stealth (Ag)			
Streetwise (Cun)			
Survival (Cun)			
Vigilance (Will)	•		
COMBAT SKILLS			
Brawl (Br)			
Gunnery (Ag)	•		
Melee (Br)			
Ranged (Light) (Ag)	•		
Ranged (Heavy) (Ag)			

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

ACE: TALENT TREE 2

Career Skills: Astrogation, Cool, Discipline, Gunnery, Mechanics, Perception, Piloting, Ranged (Light), Vigilance

RAPID REACTION — Suffer a number of strain to add an equal number of ✲ to Initiative checks. Strain suffered this way cannot exceed ranks in Rapid Reaction. COST 5

LET'S RIDE — Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental. COST 5

SKILLED JOCKEY — Remove ■ per rank of Skilled Jockey from all Piloting checks the character attempts. COST 5

GRIT — Gain +1 strain threshold. COST 5

QUICK DRAW — Once per round, draw or holster a weapon or accessible item as an incidental. COST 10

RAPID REACTION — Suffer a number of strain to add an equal number of ✲ to Initiative checks. Strain suffered this way cannot exceed ranks in Rapid Reaction. COST 10

GRIT — Gain +1 strain threshold. COST 10

SKILLED JOCKEY — Remove ■ per rank of Skilled Jockey from all Piloting checks the character attempts. COST 10

CORELLIAN SENDOFF — Take a Corellian Sendoff action, targeting two ships or vehicles in encounter; make a **Hard** (◆◆◆) **Cool check** to cause the targets to suffer a minor collision. COST 15

NATURAL PILOT — Once per session, may re-roll any 1 Piloting or Gunnery check. COST 15

TRUE AIM — Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim. COST 15

BRILLIANT EVASION — Once per encounter, when piloting a vehicle, may take Brilliant Evasion action. Select 1 opponent and make opposed Piloting check to stop opponent from attacking character for rounds equal to Agility. COST 15

INVESTING EXPERIENCE POINTS

As you continue to play, you will occasionally receive experience points from the GM that you can spend to improve your character. You may spend this XP to increase your skills or to advance along your talent tree. See page 15 of the **Beginner Game** Rulebook for more detailed information.

SKILL TRAINING 1

The cost for training skills falls into one of two categories: career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from rank 0 to rank 2 costs 15 experience points (5 for raising it from rank 0 to rank 1, then 10 more for raising it from rank 1 to rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience points, and so on.

ACQUIRING TALENTS 2

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The talents in the topmost row are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices cost 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you can only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via the aforementioned links to one or more talents you have already acquired. Each entry on the talent tree can only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents can be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.





FIRA'S STORY

"Join the Republic, protect the galaxy!" These are the words that lured the young, idealistic Fira Bon into the New Republic military, and years later they were the words she would remember with disgust when she left.

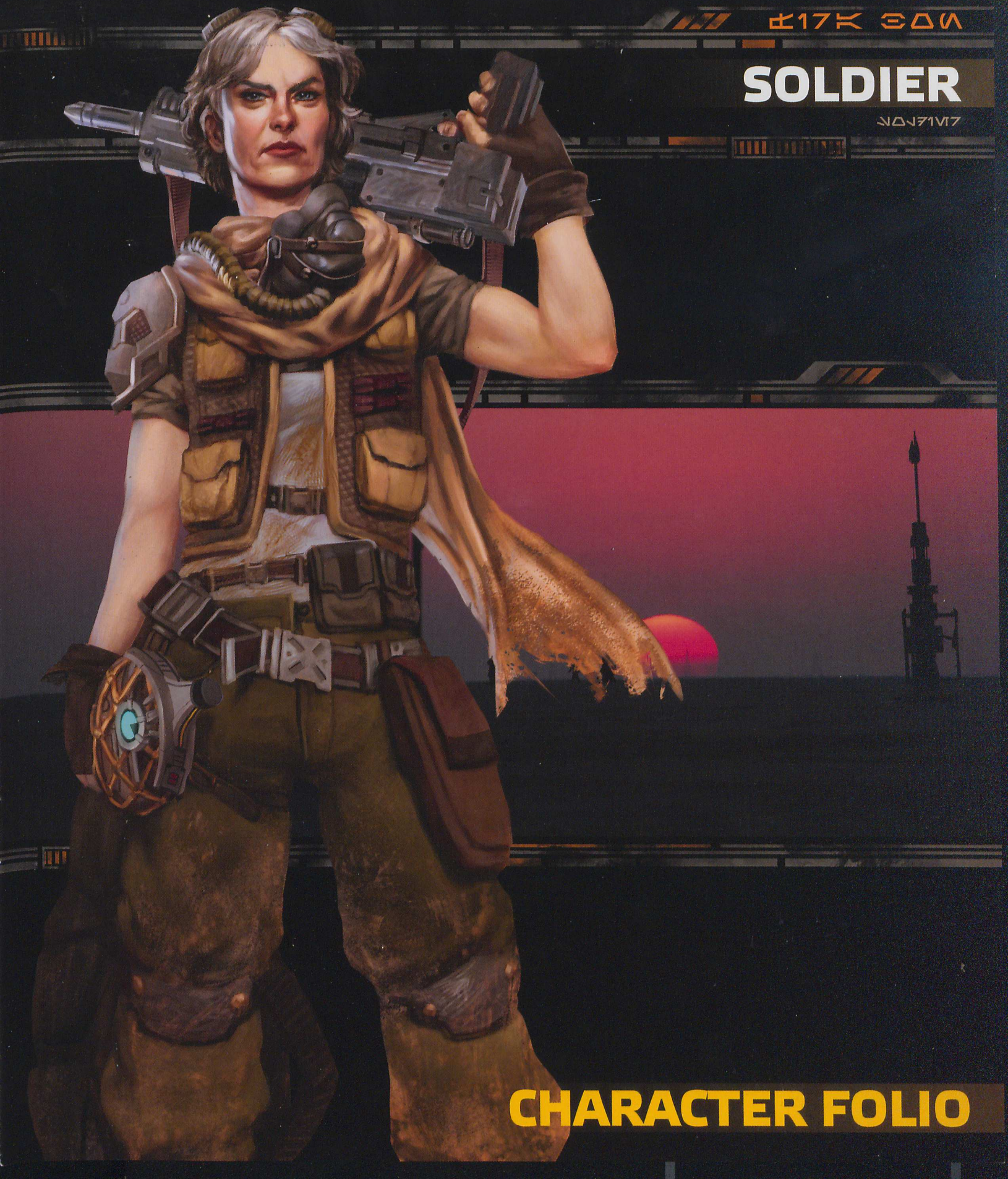
In the wake of the Galactic Civil War, the war-weary systems of the New Republic happily disarmed, reducing their fleet strength to a fraction of what it had been during the Civil War. They saw their New Republic Fleet as a peacekeeping force meant to protect and serve, not a military machine. Fira joined this official, leaner, New Republic military as a bright young soldier with a promising career. She fully bought into the idea that the galaxy had a chance to start fresh, and she believed she could do her part to keep the peace. Fira quickly rose through the ranks until she became a top-flight reconnaissance specialist.

However, time spent on the New Republic's borders made her realize that the Empire might not be as dead as everyone thought. Blasted starship wrecks and eerily deserted settlements on the fringes of civilized space indicated that something was happening out in the Unknown Regions. Fira pushed to get authorization to probe deeper into the former Empire, but she was denied. Her commanding officer told Fira privately that if she wanted to advance in rank, she would have to keep her opinions to herself. Instead, Fira left the service, spending time as a wandering adventurer and a mercenary. One botched job left her on Jakku and she ended up staying put, figuring that the forgotten junkers' world would be the best place to stay out of the way and live the rest of her life in peace and quiet.

However, Fira can't help but keep an eye on the wider galaxy. She makes a point of chatting up passing junk traders for news about the New Republic and the Resistance, and she secretly wishes that she had joined the Resistance instead of leaving galactic civilization. When Misha Vontoba contacted her old friend Fira and told her about the valuable secret they were looking for on a crashed Rebellion ship, Fira's sense of duty compelled her to come out to the *Starlight Wanderer* and help Misha deal with the Strus Clan. A small voice keeps telling Fira that whatever is hidden on that wreck might be important to the New Republic and the Resistance alike.

FIRA BON

SOLDIER



CHARACTER FOLIO

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2. Please reference these skills and descriptions of what they do on the back of the **Beginner Game** Rulebook.

SYMBOLS & DICE



Success ✲ symbols are canceled by Failure ▼ symbols; if there are any Success ✲ symbols left at the end (after canceling), the check succeeds.



Triumph ✲ symbols count as Success ✲ symbols and may also be spent to trigger a powerful positive consequence.



Advantage ❍ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ⬢ symbols.



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Despair ▽ symbols count as Failure ▼ symbols (they cancel Success ✲ symbols) and may also be spent to trigger a powerful negative consequence.



Threat ⬢ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ❍ symbols.



Ability Die ◆ | Proficiency Die ● | Difficulty Die ◆ | Challenge Die ⬢ | Boost Die ■ | Setback Die □ | Force Die ⬣

CHARACTER SHEET

CHARACTER NAME : *FIRA BON*

SPECIES *HUMAN*

CAREER *SOLDIER*



CHARACTERISTICS

1

BRAWN	AGILITY	INTELLECT
3	3	2

CUNNING	WILLPOWER	PRESENCE
2	2	3

SKILLS

2

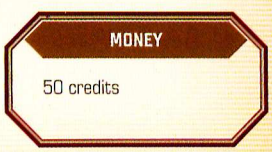
SKILLS	RANK	DICE POOL
Astrogation (Int)	0	◆◆
Athletics (Br)	1	●◆◆
Charm (Pr)	0	◆◆◆
Coercion (Will)	0	◆◆
Computers (Int)	0	◆◆
Cool (Pr)	1	●◆◆
Coordination (Ag)	0	◆◆◆
Deception (Cun)	0	◆◆
Discipline (Will)	0	◆◆
Knowledge (Int)	0	◆◆
Leadership (Pr)	1	●◆◆
Mechanics (Int)	0	◆◆
Medicine (Int)	0	◆◆
Negotiation (Pr)	0	◆◆◆
Perception (Cun)	0	◆◆
Piloting (Ag)	1	●◆◆
Resilience (Br)	1	●◆◆
Skulduggery (Cun)	0	◆◆
Stealth (Ag)	0	◆◆◆
Streetwise (Cun)	0	◆◆
Survival (Cun)	1	●◆◆
Vigilance (Will)	0	◆◆
COMBAT SKILLS		
Brawl (Br)	2	●●◆
Gunnery (Ag)	0	◆◆◆
Melee (Br)	0	◆◆◆
Ranged (Light) (Ag)	0	◆◆◆
Ranged (Heavy) (Ag)	2	●●◆



WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Longshot Blaster	Ranged (Heavy)	Extreme	8	
• You deal 8 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for .				
Duraknuckles	Brawl	Engaged	4	
• You deal 4 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for . • Disorient the target for 3 rounds on a hit for . A disoriented target adds 1 Setback die ■ to all skill checks he performs.				
Frag Grenade	Ranged (Light)	Short	8	
• You deal 8 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for . • Blast 6: Hit all characters engaged with target for 6 damage (+1 damage per uncanceled Success ✲ symbol) on . • You have 1 frag grenade. It can be used once.				

GEAR, EQUIPMENT, & OTHER ITEMS	
3 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Comlink	Allows communication with other characters using comlinks.
Padded Armor	+2 Soak (already included in soak value).
Respirator	Eliminates penalties for dangerous gases or contaminated atmosphere.



CHARACTER HEALTH STATS

3 **Soak** value reduces incoming damage and can prevent wounds. Your soak value is equal to the sum of your Brawn and the soak value of your armor.

4 **Wounds** represent physical damage to your body. If your wounds exceed your **Wound Threshold**, you are knocked out and suffer a Critical Injury. Wounds can be recovered through the Medicine skill and stimpacks.

5 **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your strain ever exceeds your **Strain Threshold**, you pass out.

6 You might suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the Beginner Game Adventure.

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Assist another character
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidentals.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2-page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (XP). You can spend those 10 experience points to purchase any of the following upgrades, worth up to a total of 10 XP.

UPGRADE MENU

XP COST 10

1

Leadership Skill

You train your Leadership skill. You gain one skill rank in Leadership. Your dice pool changes from ⬢◆◆ to ⬢⬢◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

XP COST 5

2

Vigilance Skill

You train your Vigilance skill. You gain one skill rank in Vigilance. Your dice pool changes from ◆◆ to ⬢◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (0 or 1) and dice pool on the skill list to the right.

XP COST 5

3

Toughened Talent

You gain the Toughened talent. Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct value (13 or 15) on your wound threshold.

Toughened: Your wound threshold is increased by 2 (from 13 to 15).

XP COST 5

4

Feral Strength Talent

You gain the Feral Strength talent. Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct value (4 or 5) on your duraknuckles damage.

Feral Strength: Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills..

CHARACTER SHEET

CHARACTER NAME : *FIRA BON*

SPECIES *HUMAN*

CAREER *SOLDIER*



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
3	3	2

CUNNING	WILLPOWER	PRESENCE
2	2	3

SKILLS

	SKILLS	RANK	DICE POOL
	Astrogation (Int)	0	◆◆
	Athletics (Br)	1	⬢◆◆
	Charm (Pr)	0	◆◆◆
	Coercion (Will)	0	◆◆
	Computers (Int)	0	◆◆
	Cool (Pr)	1	⬢◆◆
	Coordination (Ag)	0	◆◆◆
	Deception (Cun)	0	◆◆
	Discipline (Will)	0	◆◆
	Knowledge (Int)	0	◆◆
1	Leadership (Pr)	1/2	⬢◆◆/⬢⬢◆
	Mechanics (Int)	0	◆◆
	Medicine (Int)	0	◆◆
	Negotiation (Pr)	0	◆◆◆
	Perception (Cun)	0	◆◆
	Piloting (Ag)	1	⬢◆◆
	Resilience (Br)	1	⬢◆◆
	Skulduggery (Cun)	0	◆◆
	Stealth (Ag)	0	◆◆◆
	Streetwise (Cun)	0	◆◆
	Survival (Cun)	1	⬢◆
2	Vigilance (Will)	0/1	◆◆/⬢◆
	COMBAT SKILLS		
	Brawl (Br)	2	⬢⬢◆
	Gunnery (Ag)	0	◆◆◆
	Melee (Br)	0	◆◆◆
	Ranged (Light) (Ag)	0	◆◆◆
	Ranged (Heavy) (Ag)	2	⬢⬢◆

SOAK VALUE	WOUNDS		
5	3	13/15	
		THRESHOLD	CURRENT

STRAIN		CRITICAL INJURIES
12		
THRESHOLD	CURRENT	

WEAPONS & EQUIPMENT

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MONEY

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You can suffer 2 strain to perform a second maneuver.

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You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

CHARACTER SHEET

CHARACTER NAME : FIRA BON

SPECIES HUMAN

CAREER SOLDIER



SOAK VALUE

WOUNDS

THRESHOLD | CURRENT

STRAIN

THRESHOLD | CURRENT

CRITICAL INJURIES

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
3	3	2

CUNNING	WILLPOWER	PRESENCE
2	2	3

SKILLS

SKILLS	CAREER (1)	RANK	DICE POOL
Astrogation (Int)			
Athletics (Br)	•		
Charm (Pr)			
Coercion (Will)			
Computers (Int)			
Cool (Pr)	•		
Coordination (Ag)			
Deception (Cun)			
Discipline (Will)	•		
Knowledge (Int)			
Leadership (Pr)	•		
Mechanics (Int)			
Medicine (Int)			
Negotiation (Pr)			
Perception (Cun)			
Piloting (Ag)			
Resilience (Br)	•		
Skulduggery (Cun)			
Stealth (Ag)			
Streetwise (Cun)			
Survival (Cun)	•		
Vigilance (Will)	•		
COMBAT SKILLS			
Brawl (Br)	•		
Gunnery (Ag)			
Melee (Br)			
Ranged (Light) (Ag)	•		
Ranged (Heavy) (Ag)	•		

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS

MONEY

SOLDIER: TALENT TREE 2

Career Skills: Athletics, Cool, Discipline, Leadership, Ranged (Heavy), Ranged (Light), Resilience, Survival, Vigilance, Brawl

TOUGHENED
Gain +2 wound threshold.
COST 5

FERAL STRENGTH
Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.
COST 5

PHYSICAL TRAINING
Add □ per rank of Physical Training to Athletics and Resilience checks.
COST 5

DODGE
When targeted by a combat check, may perform a Dodge incidental to suffer a number of strain and upgrade the difficulty of the check that number of times. Strain suffered this way cannot exceed ranks in Dodge.
COST 5

PHYSICAL TRAINING
Add □ per rank of Physical Training to Athletics and Resilience checks.
COST 10

TARGETED BLOW
After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to one hit.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

SNIPER SHOT
Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.
COST 10

TOUGHENED
Gain +2 wound threshold.
COST 15

ENDURING
Gain +1 soak value.
COST 15

NATURAL MARKSMAN
Once per session, may reroll any 1 Ranged (Light) or Ranged (Heavy) check.
COST 15

DODGE
When targeted by a combat check, may perform a Dodge incidental to suffer a number of strain and upgrade the difficulty of the check that number of times. Strain suffered this way cannot exceed ranks in Dodge.
COST 15

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BORMO'S STORY

Though Durm Bormo cannot wield the Force, he has always tried to follow its guidance. The Tuanul faith was founded by adherents to the Church of the Force, a group of peaceful individuals who praised the virtues of this mystical life energy even if they didn't have the ability to wield it. Durm embraced this religion, devoting himself to the life of a meditative ascetic. He studied the Force and the code of the near-forgotten Jedi Knights. Durm also learned about the Resistance, a group of brave fighters who stood against the possible return of the Galactic Empire.

Durm expected he would live out his days as a peaceful villager. He studied medicine so that he could help his neighbors in Tuanul and the surrounding Kelvin Ravine, serving as healer for the frontier community. He never realized that following the Code he'd been taught would be so hard in practice.

The Strus Clan is one of the planet's most notorious criminal groups. A roving band of greedy outlaws and desperados, it travels the sand wastes looking for easy prey while indulging in theft, protection rackets, and spice running. While out wandering the Kelvin Ravine, Durm came across a pair of Strus Clan bandits waylaying a group of scavengers. The cruel bandits were about to murder the helpless scavengers when Durm forced himself to forgo his nonviolent ways and laid them both low with his stout walking stave.

Though his quick actions saved several lives, Durm knew he had made a dangerous choice. The Strus Clan wouldn't rest until it had exacted retribution for this humiliation. If Durm stayed in his village, the Strus would happily slaughter his neighbors to get to him. The last thing he wanted to do was see his violent choices bring harm to his friends. So, Durm left for the rough-and-tumble Niima Outpost, where he made an unlikely friend: the former-soldier-turned-wanderer Fira Bon.

When Fira left for the *Starlight Wanderer* to help her old friend Misha, Durm came along. It sounded like Fira's friends had also run afoul of the Strus Clan, and despite the danger, Durm didn't want to see those brigands hurt anyone else. Perhaps, he thinks, this is what the Force has wanted him to do all along.

BORMO

COLONIST

CHARACTER FOLIO



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Threat ✲ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ✲ symbols.



Ability Die ◆ | Proficiency Die ● | Difficulty Die ◆ | Challenge Die ⬢ | Boost Die ■ | Setback Die □ | Force Die ⬢

CHARACTER SHEET

CHARACTER NAME : DURM BORMO

SPECIES ABEDNEDO

CAREER COLONIST



CHARACTERISTICS

1

BRAWN	AGILITY	INTELLECT
3	2	4
CUNNING	**WILLPOWER**	**PRESENCE**
1	2	2

SKILLS

2

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	◆◆◆◆
Athletics (Br)	0	◆◆◆
Charm (Pr)	0	◆◆
Coercion (Will)	0	◆◆
Computers (Int)	1	●◆◆◆
Cool (Pr)	0	◆◆
Coordination (Ag)	0	◆◆
Deception (Cun)	0	◆
Discipline (Will)	0	◆◆
Knowledge (Int)	2	●●◆◆
Leadership (Pr)	1	●◆
Mechanics (Int)	0	◆◆◆◆
Medicine (Int)	2	●●◆◆
Negotiation (Pr)	0	◆◆
Perception (Cun)	0	◆
Piloting (Ag)	0	◆◆
Resilience (Br)	1	●◆◆
Skulduggery (Cun)	0	◆
Stealth (Ag)	0	◆◆
Streetwise (Cun)	0	◆
Survival (Cun)	0	◆
Vigilance (Will)	1	●◆
COMBAT SKILLS		
Brawl (Br)	0	◆◆◆
Gunnery (Ag)	0	◆◆
Melee (Br)	1	●◆◆
Ranged (Light) (Ag)	0	◆◆
Ranged (Heavy) (Ag)	0	◆◆

CHARACTER HEALTH STATS

3 **Soak** value reduces incoming damage and can prevent wounds. Your soak value is equal to the sum of your Brawn and the soak value of your armor.

4 **Wounds** represent physical damage to your body. If your wounds exceed your **Wound Threshold**, you are knocked out and suffer a Critical Injury. Wounds can be recovered through the Medicine skill and stimpacks.

5 **Strain** represents exhaustion, mental trauma, and being stunned. You may voluntarily suffer 2 strain to perform an extra maneuver on your turn. Strain comes and goes more quickly than wounds. If your strain ever exceeds your **Strain Threshold**, you pass out.

6 You might suffer **Critical Injuries** during your adventures, either when you're knocked out by exceeding your wound threshold or as the result of an attack. Keep track of the number of Critical Injuries here. For a description of the effects of your Critical Injuries, refer to the back cover of the Beginner Game Adventure.

3 SOAK VALUE	4 WOUNDS	
4	12	
	THRESHOLD	CURRENT

5 STRAIN		CRITICAL INJURIES 6
14		
THRESHOLD	CURRENT	

MEDKIT

Once per encounter per ally, use the Medicine skill to heal an ally. The check is **Easy** (◆) if the wounds are equal or below half the character's wound threshold, **Average** (◆◆) if above half, and **Hard** (◆◆◆) if exceeding the wound threshold. Heal 1 wound per ✲ and 1 strain per ☋.

Once per adventure per ally, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Shock Stave	Melee	Engaged	7	⬢◆◆

- You deal 7 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled.
- Inflict a Critical Injury on a hit for ☋☋☋☋.
- Knock the target prone on a hit for ☋☋.
- Disorient the target for 3 rounds on a hit for ☋☋. A disoriented target adds 1 Setback die ■ to all skill checks he performs.

Fists	Brawl	Engaged	3	◆◆◆

- You deal 3 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled.
- Inflict a Critical Injury on a hit for ☋☋☋☋☋.
- Knock the target prone on a hit for ☋☋.
- Disorient the target for 1 round on a hit for ☋☋. A disoriented target adds 1 Setback die ■ to all skill checks he performs.

Stun Grenade	Ranged (Light)	Short	8	◆◆

- You deal 8 stun damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. This damage is suffered as strain rather than wounds.
- Blast 8: Hit all characters engaged with target for 8 stun damage (+1 damage per uncanceled Success ✲ symbol) on ☋☋.
- Disorient the target for 3 rounds on a hit for ☋☋. A disoriented target adds 1 Setback die ■ to all skill checks he performs.
- You have 1 stun grenade. It can be used once.

GEAR, EQUIPMENT, & OTHER ITEMS	
3 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Medkit	Allows you to heal organic beings by using the Medicine skill.
Heavy Clothing	+1 Soak (already included in soak value).
Comlink	Allows communication with other characters using comlinks.
Datapad	Allows the character to use the Computers skill. Can store data files.

MONEY

75 credits

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Assist another character
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidentals.

Stop Here: Don't turn the page until instructed to by the GM.

Start Here: This 2-page spread contains new information to help you continue your adventure.

ADVANCEMENT!

You have just gained 10 experience points (XP). You can spend those 10 experience points to purchase any of the following upgrades, worth up to a total of 10 XP.

UPGRADE MENU

XP COST 5

1

Mechanics Skill

You train your Mechanics skill. You gain one skill rank in Mechanics. Your dice pool changes from ◆◆◆◆ to ●◆◆◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

XP COST 10

2

Melee Skill

You train your Melee skill. You gain one skill rank in Melee. Your dice pool changes from ●◆◆ to ●●◆.

Put a mark in the circle next to the XP cost to remind you that you have taken it. Whether or not you choose this upgrade, circle the correct rank (1 or 2) and dice pool on the skill list to the right.

XP COST 5

3

Toughened Talent

You gain the Toughened talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Toughened: Gain +2 wound threshold.

XP COST 5

Surgeon Talent

You gain the Surgeon talent. Put a mark in the circle next to the XP cost to remind you that you have taken it.

Surgeon: On a successful Medicine check to help the target heal wounds, the target heals 1 additional wound.

CHARACTER SHEET

CHARACTER NAME : DURM BORMO

SPECIES ABEDNEDO

CAREER COLONIST



CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
3	2	4

CUNNING	WILLPOWER	PRESENCE
1	2	2

SKILLS

SKILLS	RANK	DICE POOL
Astrogation (Int)	0	◆◆◆◆
Athletics (Br)	0	◆◆◆
Charm (Pr)	0	◆◆
Coercion (Will)	0	◆◆
Computers (Int)	1	●◆◆◆
Cool (Pr)	0	◆◆
Coordination (Ag)	0	◆◆
Deception (Cun)	0	◆
Discipline (Will)	0	◆◆
Knowledge (Int)	2	●●◆◆
Leadership (Pr)	1	●◆
1 Mechanics (Int)	0/1	◆◆◆◆ / ●◆◆◆
Medicine (Int)	2	●●◆◆
Negotiation (Pr)	0	◆◆
Perception (Cun)	0	◆
Piloting (Ag)	0	◆◆
Resilience (Br)	1	●◆◆
Skulduggery (Cun)	0	◆
Stealth (Ag)	0	◆◆
Streetwise (Cun)	0	◆
Survival (Cun)	0	◆
Vigilance (Will)	1	●◆
COMBAT SKILLS		
Brawl (Br)	0	◆◆◆
Gunnery (Ag)	0	◆◆
2 Melee (Br)	1/2	●◆◆ / ●●◆
Ranged (Light) (Ag)	0	◆◆
Ranged (Heavy) (Ag)	0	◆◆

SOAK VALUE	WOUNDS	
4	3	12/14
		THRESHOLD / CURRENT

STRAIN	CRITICAL INJURIES
14	
THRESHOLD / CURRENT	

MEDKIT

Once per encounter per ally, use the Medicine skill to heal an ally. The check is **Easy** (◆) if the wounds are equal or below half the character's wound threshold, **Average** (◆◆) if above half, and **Hard** (◆◆◆) if exceeding the wound threshold. Heal 1 wound per ✲ and 1 strain per ❍.

Once per adventure per ally, you can heal a Critical Injury. The difficulty depends on the Critical Injury.

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Shock Stave	Melee	Engaged	7	◆◆◆ / ● ● ◆

- You deal 7 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled.
- Inflict a Critical Injury on a hit for ❍❍❍❍.
- Knock the target prone on a hit for ❍❍.
- Disorient the target for 3 rounds on a hit for ❍❍. A disoriented target adds 1 Setback die ■ to all skill checks he performs.

Fists	Brawl	Engaged	3	◆◆◆

- You deal 3 damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled.
- Inflict a Critical Injury on a hit for ❍❍❍❍❍❍.
- Knock the target prone on a hit for ❍❍.
- Disorient the target for 3 rounds on a hit for ❍❍. A disoriented target adds 1 Setback die ■ to all skill checks he performs.

Stun Grenade	Ranged (Light)	Short	8	◆◆

- You deal 8 stun damage on a hit + 1 damage per uncanceled Success ✲ symbol rolled. This damage is suffered as strain rather than wounds.
- Blast 8: Hit all characters engaged with target for 8 stun damage (+1 damage per uncanceled Success ✲ symbol) on ❍❍.
- Disorient the target for 3 rounds on a hit for ❍❍. A disoriented target adds 1 Setback die ■ to all skill checks he performs.

You have 1 stun grenades. It can be used once.

GEAR, EQUIPMENT, & OTHER ITEMS	
3 Stimpacks	Use as a maneuver to heal 4 wounds on a living creature. Consumed on use.
Medkit	Allows you to heal organic beings by using the Medicine skill.
Heavy Clothing	+1 Soak (already included in soak value).
Comlink	Allows communication with other characters using comlinks.
Datapad	Allows the character to use the Computers skill. Can store data files.

MONEY

SYMBOLS & DICE

Success ✲ symbols are canceled by Failure ▼ symbols; if there are any Success ✲ symbols left at the end (after canceling), the check succeeds.

Triumph ✲ symbols count as Success ✲ symbols and may also be spent to trigger a powerful positive consequence.

Advantage ❍ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ❍ symbols.

Failure ▼ symbols cancel Success ✲ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✲ symbols, the check is a failure.

Despair ▼ symbols count as Failure ▼ symbols (they cancel Success ✲ symbols) and may also be spent to trigger a powerful negative consequence.

Threat ❍ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ❍ symbols.



Ability Die ◆ | Proficiency Die ● | Difficulty Die ◆ | Challenge Die ● | Boost Die ■ | Setback Die □ | Force Die ●

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Assist another character
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second maneuver.

You cannot perform more than 2 maneuvers on your turn.

You can also perform any number of incidental actions.

Stop Here: Don't turn the page until instructed to by the GM.

CHARACTER SHEET

CHARACTER NAME : DURM BORMO

SPECIES ABEDNEDO

CAREER COLONIST



SOAK VALUE

WOUNDS

THRESHOLD | CURRENT

STRAIN

THRESHOLD | CURRENT

CRITICAL INJURIES

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
3	2	4

CUNNING	WILLPOWER	PRESENCE
1	2	2

SKILLS

SKILLS	CAREER (1)	RANK	DICE POOL
Astrogation (Int)			
Athletics (Br)			
Charm (Pr)	•		
Coercion (Will)			
Computers (Int)	•		
Cool (Pr)			
Coordination (Ag)			
Deception (Cun)			
Discipline (Will)			
Knowledge (Int)	•		
Leadership (Pr)	•		
Mechanics (Int)	•		
Medicine (Int)	•		
Negotiation (Pr)			
Perception (Cun)			
Piloting (Ag)			
Resilience (Br)	•		
Skulduggery (Cun)			
Stealth (Ag)			
Streetwise (Cun)			
Survival (Cun)			
Vigilance (Will)	•		
COMBAT SKILLS			
Brawl (Br)			
Gunnery (Ag)			
Melee (Br)	•		
Ranged (Light) (Ag)			
Ranged (Heavy) (Ag)			

WEAPONS & EQUIPMENT

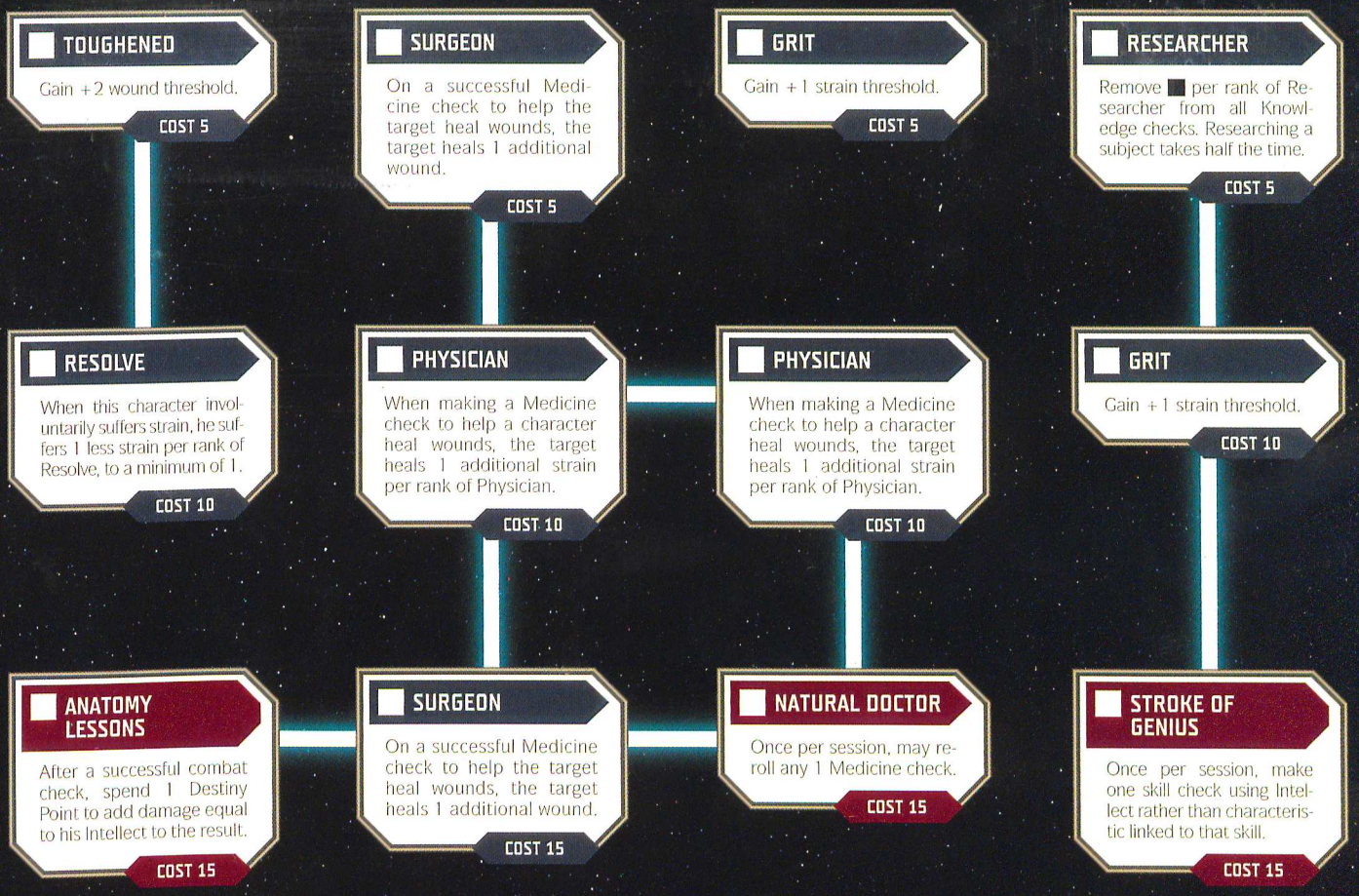
WEAPON	SKILL	RANGE	DAMAGE	DICE POOL

GEAR, EQUIPMENT, & OTHER ITEMS	

MONEY

COLONIST: TALENT TREE 2

Career Skills: Charm, Computers, Knowledge, Leadership, Mechanics, Medicine, Melee, Resilience, Vigilance



INVESTING EXPERIENCE POINTS

As you continue to play, you will occasionally receive experience points from the GM that you can spend to improve your character. You may spend this XP to increase your skills or to advance along your talent tree. See page 15 of the **Beginner Game** Rulebook for more detailed information.

SKILL TRAINING 1

The cost for training skills falls into one of two categories: career skills and non-career skills. Each skill has five ranks of training available.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from rank 0 to rank 2 costs 15 experience points (5 for raising it from rank 0 to rank 1, then 10 more for raising it from rank 1 to rank 2).

You can also purchase ranks in your non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience points, and so on.

ACQUIRING TALENTS 2

Talents are acquired from your career talent tree. This talent tree provides a unique format for purchasing talents that comes with several special rules and restrictions.

Your talent tree has four columns and three rows. The cost of each talent depends on the row it occupies. The talents in the topmost row are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices cost 15 experience each.

Note that the choices on the tree are connected by a series of lines that link some talent choices with others. When purchasing talents, you can only purchase talents you are eligible for. You are eligible to select any talents in the first, topmost row, plus any talents that are connected via the aforementioned links to one or more talents you have already acquired. Each entry on the talent tree can only be acquired once. Some trees have multiple entries for a single talent. This is because several of the talents can be learned repeatedly. When you learn a talent for the second—or later—time, you gain an additional rank of the ability.






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STAR WARS

THE FORCE AWAKENS

BEGINNER GAME



READ THIS BOOK LAST

RULEBOOK

STAR WARS ROLEPLAYING

STOP! OPEN THE ADVENTURE BOOK FIRST

The rules presented in this book are intended for players who have already played through the included BEGINNER GAME adventure. The introductory adventure featured in that book is designed to walk you through all of the basic *The Force Awakens* **BEGINNER GAME** rules in an easy, play-as-you-learn format. So grab some friends, crack open the adventure book, and get started!

GETTING STARTED

Now that you have played through the introductory **BEGINNER GAME** adventure, there is no need to stop there. The galaxy is yours to explore, and this book is filled with all the rules you will need to carry on with your adventures. All of the rules introduced and taught in the adventure can also be found here for ease of play, and many of the concepts have been expanded with further detail.

WHAT'S IN THE BOOK?

- **Chapter I: A Galaxy Far, Far Away (page 2)**. A look at the state of the *Star Wars* galaxy, in the years following the *Return of the Jedi*.
- **Chapter II: Playing the Game (page 6)**. Rules for building and interpreting dice pools, performing checks, using Destiny Points, and investing experience points to enhance *The Force Awakens* **BEGINNER GAME** characters.
- **Chapter III: Combat (page 16)**. Rules for handling combat, movement, and characters' health.
- **Chapter IV: Skills (page 25)**. Descriptions and common uses of each of the various skills that a character might learn in the course of adventuring in the *Star Wars* galaxy.
- **Chapter V: Talents (page 30)**. Special abilities and techniques available to the characters in the *The Force Awakens* **BEGINNER GAME**.
- **Chapter VI: Gear and Equipment (page 34)**. Common personal weapons, armor, and gear critical for surviving adventures in the *Star Wars* galaxy.
- **Chapter VII: Adversaries (page 41)**. Several additional opponents with which the heroes can contend.
- **Chapter VIII: Your Saga Continues (page 46)**. Guidance for GMs who wish to continue their *The Force Awakens* **BEGINNER GAME** experiences in the broader universe of *Star Wars* Roleplaying.

GAME RULES

Many of the rules presented here will be familiar now that you have played through the tutorial adventure, although this section provides greater depth.

WHAT PLAYERS NEED TO PLAY

Continuing with your *The Force Awakens* **BEGINNER GAME** requires very few materials. Besides at least one copy of this rulebook, players will need pencils or pens, as well as the character folios and custom dice they used in the **BEGINNER GAME** adventure.

The players and GM might also find it helpful to obtain the ***Star Wars*** dice-rolling application. More information can be found on the Fantasy Flight Games website at www.FantasyFlightGames.com.

NARRATIVE PLAY

The Force Awakens **BEGINNER GAME** asks the players to step into their characters' roles and use dramatic narrative to describe events and advance the story. While this rulebook provides specific rules for how to resolve actions, the game relies heavily on both the Game Master and the players to use their imaginations—tempered with common sense—to explain what happens.

In *The Force Awakens* **BEGINNER GAME**, combat, placement of characters, and other situations are represented in an abstract fashion. Rather than taking a ruler and measuring the distance between characters on a map, it is preferable for a player to simply state: "I'm ducking behind the computer console to get some cover while I return fire." That sort of description paints a much better picture of the action taking place.

FANTASY FLIGHT GAMES

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For more information about the ***Star Wars*** Roleplaying line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com

starwars.com



1 A GALAXY FAR, FAR AWAY

THERE HAS BEEN AN AWAKENING...

It has been thirty years since the Emperor died, slain by his former pupil. Three decades since the Alliance destroyed the second Death Star above the Sanctuary Moon. Thirty years since the Rebels won.

In the tumultuous years just after the Battle of Endor, the Empire self-destructed, tearing itself apart in a frenzy of infighting even as the triumphant Alliance pressed it on all fronts. Worlds threw off their oppressors, soldiers defected, and the galaxy rose up in revolt. Quickly, the Alliance declared a new Republic, driving the remnants of the Imperial military from the Core Worlds and into the wilderness of the Outer Rim and Unknown Regions.

The last great battle of the war occurred over the remote desert world of Jakku. Here, the Empire made its last stand against the New Republic, rallying its remaining ships above a planet that once held a secret Imperial research base. The New Republic Fleet met the Empire in a titanic battle, sending scores of warships crashing into the sands below. When the smoke cleared, Jakku had become a graveyard of starships, and the Empire's last great fleet had been destroyed. The war was over.

The New Republic now faced a hard choice. To pursue and eradicate the Empire would require a massive war machine; thousands of warships and millions of soldiers. It would have to bleed its worlds of wealth and resources to finance the war, and it would have to mercilessly hunt the Imperial remnants wherever they hid. In short, to defeat the Empire, the New Republic would have to become the Empire.

Instead, Mon Mothma, leader of the New Republic, chose peace. The New Republic signed a treaty with the last forces of the Empire. The Galactic Concordance saw the Empire disarm under the threat of punishing sanctions and renewed hostilities. The New Republic followed suit. The great fleets of the galaxy demobilized, and the soldiers went home to their families. Much of the Imperial military retreated deep into the Unknown Regions, where everyone assumed it remained a shadow of its former glory.

THE LONG PEACE

With the Empire gone, the New Republic turned to rebuilding a galaxy scarred by decades of conflict. The Senate reformed on Chandrila; far away from the bitter memories on Coruscant. In the years that followed, the Senate would move from world to world on a regular basis so that no one planet could claim to be the galaxy's capital.

The New Republic Fleet, though a shadow of its former self, still remained the most powerful military force in the galaxy. It maintained order in the heart of the New Republic, and kept watch for pirates and marauders along the hyperlanes criss-crossing the galaxy. At times, it also patrolled the borders established by the Galactic Concordance. However, as the years stretched on into decades, many officials in the New Republic assumed the remnants of the Empire had withered and died.

The galaxy became a quieter place. Without the oppressive conformity of the Empire, many systems embraced their newfound freedoms. Some drew inward, concerning themselves more with their own business and encouraging others to do the same. Other worlds saw this as an opportunity to settle old grudges with bitter rivals. Finally, a number of worlds wanted nothing to do with the New Republic and struck out on their own as neutral systems.

Throughout this time, many members of the New Republic and the Galactic Senate worked tirelessly to preserve the peace. The New Republic Fleet behaved as a peacekeeping presence in certain regional disagreements to force belligerents to back down. Meanwhile, diplomats built strong relationships with the neutral systems, forming trade agreements, maintaining the free flow of information, and building rapport. Arms inspectors also had their hands full, keeping an eye on massive corporations like Kuat Drive Yards and Sienar Fleet Systems. These military-industrial giants had grown fat off supplying the armaments for the Clone Wars and the Galactic Civil War, and they chafed in these quiet times.

All in all, the New Republic had plenty to concern itself with. Luckily, its old foe, the Empire, was long gone.

RISE OF THE FIRST ORDER

Or so they thought. When the Empire retreated into the depths of the Unknown Regions, however, it did not flee into a desolate interstellar wilderness. To the rest of the galaxy, the Unknown Regions are a complete mystery. Few ships enter this unexplored, isolated, and dangerous region of space—and even fewer return.

However, during the height of the Empire, Emperor Palpatine dispatched some of his most trusted forces into the Unknown Regions. Though they could not explore more than a fraction of the region, they did stake out several reliable hyperspace routes and located a number of star systems with potential strategic value. Information in hand, the Emperor dispatched agents into those regions. They constructed laboratories, outposts, and communications stations. Some of these grew into garrisons, industrial settlements, and even shipyards.

This network of installations remained a closely guarded secret, and one the Alliance never learned about. Thus, when the Empire signed the Galactic Concordance, this second, hidden Empire was one of the locations where the remnants of the Imperial military retreated. There, the Empire grew in the darkness beyond the boundaries of Known Space, unseen.

Perhaps it was inevitable that the Empire's remains would eventually morph into something new. With the end of hostilities, many of the so-called "moderates" in the Imperial military hung up their uniforms and went home. Some faced trials for war crimes; others retired and did their best to forget about their service under Palpatine. The only Imperial soldiers willing to venture beyond the bounds of everything they knew and dedicate their lives to the memory of a dead leader were, in a word, fanatics. Eventually, the goals of the fanatics became the Empire's goals: destruction, revenge, and dominating the galaxy through terror. The old, failed Empire died. The First Order was born.



THE LONELY WATCH

Though the New Republic thought the Empire dead, not everyone shared those sentiments. Chief amongst those was Leia Organa. One of the Rebel Alliance's principle leaders, Leia had worked hard to form the New Republic and rebuild the Galactic Senate. However, she knew the Empire too well to assume that they would abide by the terms of the Galactic Concordance forever.

The Empire could not completely hide its return to power. Rumors began to circulate about deserted settlements, destroyed merchant ships, and spies infiltrating the Outer Rim. TIE fighters were seen along shipping lanes. The name "First Order" was whispered in the back rooms of seedy cantinas.

Leia could not convince the Senate that this resurgent Empire, if it existed, would face off against the New Republic. Many Senators clung to the knowledge that the Republic Fleet was still the most powerful military force in the galaxy, backed by the support of countless worlds. Surely this First Order wouldn't be crazy enough to restart the war?

However, Leia leveraged her prestige, convincing certain Senators to quietly authorize a small military force to keep an eye on the First Order's activities. Though officially unsupported and unsanctioned, the Senate gave Leia some ships and supplies, and her charismatic leadership drew a collection of old friends and young enthusiasts to her banner. The Resistance began to monitor the First Order, and prepare for war.

THE GALAXY TODAY

After thirty years of peace, the galaxy again finds itself on the brink of war. The First Order has finished its preparations, and is prepared for a devastating strike into the heart of the New Republic. Meanwhile, the Resistance scrambles to discover the First Order's plots while Leia searches for her missing brother Luke Skywalker, the last of the Jedi Knights.

THE NEW REPUBLIC

The cosmopolitan world of Hosnian Prime currently hosts the Galactic Senate. Chancellor Lanever Villecham of Tarsunt presides over the august body. The modest and unassuming Tarsunt is primarily concerned with rebuilding trade and diplomatic relationships with the Trans-Hydian Borderlands. In doing so, he hopes to convince the galaxy's many neutral systems that the New Republic can and will be good neighbors.

The core of the New Republic Fleet remains in orbit over Hosnian Prime and the other worlds in the Hosnian system. Here it watches over the Senate, while standing ready to respond to any threats to the safety of the New Republic.



THE FIRST ORDER

After years of preparations, the First Order finally stands ready to crush the New Republic and dominate the galaxy once more. Under the leadership of Supreme Leader Snoke, the First Order has rebuilt its military, constructing new Star Destroyers and TIE fighters, and training new legions of fanatically loyal stormtroopers.

Though impressive, these alone could not defeat the New Republic. However, the First Order has two trump cards that will turn the tide of war in their favor. One is the secret military installation called Starkiller Base. The other is the young and tortured Force user Kylo Ren. With the disappearance of Luke Skywalker, Kylo Ren stand unchallenged, as dangerous as he is unstable.

STARKILLER BASE

Starkiller Base is the linchpin of Supreme Leader Snoke's plan to reconquer the galaxy. Under the command of General Hux, this technological terror emulates the Death Stars of old, but on a truly monumental scale. The First Order carved Starkiller base from an icy planet, meaning the installation is the size of a world and dwarfs any other construction the galaxy has seen. The base can even move, traveling through hyperspace from system to system. This is essential, given the base's terrifying capabilities.

The heart of Starkiller Base is a massive superweapon, so large that it dominated the planet's surface from space. The weapon uses highly advanced theories of dark energy and hyperspace tunneling to fire a powerful laser blast through hyperspace, allowing it to destroy planets on the other side of the galaxy. The weapon is so powerful that it requires the base consume the entire energy of a star in order to fire. Once it has drained a star into a smoldering husk, it must fly to a new system to fire its weapon again.

LUKE SKYWALKER AND KYLO REN

After the defeat of the Emperor and the redemption of Darth Vader, Luke Skywalker thought it was his destiny to rebuild the Jedi Order. He set out to train a new generation of Jedi Knights. However, in an eerie parody of the past, one student would prove to be his undoing.

Han and Leia had a child, Ben, who was strong in the Force. They asked Luke to train him as a Jedi. Unbeknownst to them, however, the mysterious Supreme Leader Snoke had other designs for the boy. Snoke turned Ben to the dark side of the Force. His fall was terrible, as were the consequences for Luke and his other students. Though the details remain unclear, one thing is known. Ben is no more. Now, he is Kylo Ren.

THE RESISTANCE

Though few realize it, the Resistance is the galaxy's best hope for defeating the First Order, because only Leia and her colleagues recognize the threat it poses. Like the Rebel Alliance thirty years ago, the Resistance is a small force of committed and dedicated personnel using surplus and often antiquated equipment. It has a small number of warships and would not be able to stand up to the First Order in a straight fight; therefor, it will have to rely on commando raids and hit-and-run strikes with its starfighter squadrons.

The Resistance is a melding of old and new faces. Its higher ranks are dominated by veterans of the Galactic Civil War, who bring with them extensive knowledge on how to fight guerrilla campaigns. Admiral Ackbar, for example, has nearly sixty years of military experience; he fought in the Clone Wars and eventually led the Rebel Fleet to victory at Endor. Major Caluan Ematt joined the Alliance before Yavin and now serves the Resistance as a seasoned soldier, while Nien Nunb helped fly the *Millennium Falcon* at Endor and is now a veteran fighter ace. They are joined by a group of brash youngsters including Snap Wexley, Poe Dameron, and Jess Pava. Though most of them were only children when the Empire fell, they know just how dangerous the First Order is, and they are ready to lay their lives on the line to defeat it.





11 PLAYING THE GAME

THE CORE MECHANIC

The core mechanic of the game revolves around the skill check. The skill check determines whether specific actions performed by characters succeed or fail, as well as any consequences that might accompany success or failure. This core mechanic in the *Star Wars*: *The Force Awakens* **Beginner Game** is quite simple and can be broken into two key elements:

1. Roll a pool of dice.
2. After accounting for all other factors, if there is at least one Success ✲ symbol showing on the dice, the task is completed successfully.

The first element involves rolling a pool of dice. When a character wishes to attempt an action, a dice pool must be assembled. The number and types of dice are influenced by several factors, including the character's innate abilities, skill training, and equipment, as well as by the inherent difficulty of the task being attempted. The GM might decide that the environment or the situation warrants certain additional dice. Once all the necessary dice have been assembled, the player attempting the task rolls all of the dice in the pool.

The second element involves interpreting the results on the dice. The players look at the symbols on the face-up sides of the dice. Certain symbols work in pairs, one type canceling out another. Other symbols cannot be canceled out; their effects are applied regardless of the outcome of the roll. After comparing the first set of paired symbols—Success ✲ and Failure ▼—the players can determine if the task succeeds. Then they compare the second set of symbols—Advantage ❍ and Threat ⚙—to determine if there are any beneficial side effects or negative consequences. Finally, any other symbols are resolved to add the last details to the outcome.

This core mechanic forms the foundation of the game. Other rules and effects either modify or interact with one of these two fundamental elements: the pool of dice being assembled or the results on the dice after they are rolled.

THE DICE

When a character makes a skill check in the *Star Wars: The Force Awakens* **Beginner Game**, the dice allow the players to quickly determine the success or failure, as well as the magnitude and narrative implications, of the attempted task. To accomplish this, the *Star Wars: The Force Awakens* **Beginner Game** uses seven different types of dice. Each die face is either blank or features one or more symbols that represent various positive or negative effects.

POSITIVE DICE

There are three types of positive dice that have symbols that improve the odds of successfully completing a task or achieving beneficial side effects.

ABILITY DICE

Ability is represented with green eight-sided dice. Ability dice represent the character's aptitude or skill when attempting a skill check.

BOOST DICE

Special advantages, or "boosts," are represented with light blue six-sided dice. Boost dice represent benefits gained through luck, chance, and advantageous actions taken by the characters.

PROFICIENCY DICE

Proficiency is represented with yellow twelve-sided dice. Proficiency dice represent the combination of innate ability and training. They are most often used when characters attempt skill checks for which they have training in a relevant skill. Proficiency dice are the upgraded version of Ability dice (for more on upgrades, see page 11).

NEGATIVE DICE

There are three types of negative dice that have symbols that undermine success or impose unwanted complications.

DIFFICULTY DICE

Difficulty is represented with purple eight-sided dice. Difficulty dice represent the inherent challenge or complexity of a particular task a character is attempting. In simplest terms, the more Difficulty dice in a dice pool, the more challenging it is to succeed.



POSITIVE DICE AND NEGATIVE DICE

Each dice pool is made up of a number of dice from several different sources. Essentially, these dice pools are composed of "positive" and "negative" dice.

Positive dice are added to the pool to help accomplish a task or achieve beneficial side effects. Negative dice are added to the pool to hinder or disrupt a task, or to introduce the possibility of complicating side effects.

TABLE 2-1: POSITIVE AND NEGATIVE DICE

Positive Dice Come From	Negative Dice Come From
The skill used to accomplish a task	The difficulty of the task attempted
The characteristic being applied	An opponent's special abilities, skills, or characteristics
An applicable talent or special ability	Opposing forces at work
Equipment or gear being used by the character	Inclement weather or environmental effects
The use of light side Destiny Points	The use of dark side Destiny Points
Tactical or situational advantages	Tactical or situational disadvantages
Other advantages, as determined by the GM	Other disadvantages, as determined by the GM

SETBACK DICE

Certain complications, or "setbacks," are represented with black six-sided dice. Setback dice represent problems or minor obstacles during task resolution. Setback dice are not as potent as Difficulty dice.

CHALLENGE DICE

Challenge is represented with red twelve-sided dice. Challenge dice represent the most extreme adversity and opposition. These dice might be featured in place of Difficulty dice during particularly daunting challenges posed by trained, elite, or prepared opponents. Challenge dice are the upgraded version of Difficulty dice (for more on upgrades, see page 11).

FORCE DICE

The Force is abstracted using white twelve-sided dice. These Force dice represent the power and pervasiveness of the Force. In the *Star Wars: The Force Awakens* **Beginner Game**, Force dice are only used when the players generate their starting Destiny pool at the beginning of a session (see **Destiny Points**, on page 14).

DICE SYMBOLS & RESULTS

The dice used in the *Star Wars: The Force Awakens* BEGINNER GAME feature a number of unique symbols used to determine success and failure, as well as additional context and consequences during task resolution. Understanding these symbols allows the players to more fully contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures. This section defines the different symbols and describes how they can be used in play.

POSITIVE RESULTS

There are three positive symbols on the task resolution dice.

SUCCESS

Success symbols are critical for determining whether a skill check succeeds or fails. One Success symbol is canceled by one Failure symbol. If there is at least one Success symbol remaining in the pool after all cancellations, the skill check succeeds.

Success symbols also influence the magnitude of the outcome. For example, in combat, each Success symbol is added to the damage inflicted on the target. Generating four net Successes would inflict four additional damage.

ADVANTAGE

The Advantage symbol indicates an opportunity for a positive consequence or side effect, regardless of the task's success or failure. Some examples of these positive side effects could include slicing a computer in far less time than anticipated, finding an opening during a firefight to duck back into cover, or recovering from strain during a stressful situation. One Advantage symbol is canceled by one Threat symbol.

It is possible for a task to fail while generating a number of Advantage symbols, which allows something good to come out of the failure. The applications of Advantage are covered in more detail on page 19.

TRIUMPH

The Triumph symbol is a powerful result, indicating a significant boon or beneficial outcome. Each Triumph symbol provides two effects:

- First, each Triumph symbol also counts as one Success, in every way a Success has been defined.
- Second, each Triumph can be used to trigger an incredibly potent effect. See page 19 for more information on using Triumph to trigger effects.

Players gain both effects with each Triumph symbol; they do not have to choose between the Success and the special effect trigger.

NEGATIVE RESULTS

There are three negative symbols on the task resolution dice.

FAILURE

Failure symbols are critical for determining whether a skill check succeeds or fails. One Failure symbol cancels one Success symbol. If there are no Success symbols remaining in the pool after all cancellations, the skill check fails. Multiple net Failure symbols have no further effect.

THREAT

The Threat symbol is fuel for negative consequences or side effects, regardless of the task's success or failure. Some examples of these negative side effects could include taking far longer than expected to slice a computer terminal, leaving an opening during a firefight that allows an enemy to duck into cover, or suffering additional strain during a stressful situation. One Threat symbol cancels one Advantage symbol.

It is possible for a task to succeed but also generate Threat symbols that taint or diminish the impact of the success. The GM generally resolves Threat effects. The applications of Threat are covered in more detail on page 20.

DESPAIR

The Despair symbol is a powerful result, indicating a significant bane or detrimental outcome. Each Despair symbol imposes two effects:

- First, each Despair symbol also counts as one Failure, in every way a Failure has been defined.
- Second, each Despair can be used to trigger a potent negative effect. See page 20 for more information on using Despair to trigger effects.

Players suffer both effects with each Despair symbol; they do not get to choose between the Failure and the special effect trigger. The Failure aspect of a Despair can be canceled by a Success symbol as normal, but the second aspect of the Despair result cannot be canceled. If it appears alongside a Triumph symbol, both take effect for the results of the check.

LIGHTS, CAMERA, ACTION!

During the course of a *Star Wars: The Force Awakens* **Beginner Game** adventure, characters find themselves attempting a variety of tasks. When the outcome of a PC's task is uncertain, that character usually needs to perform a skill check to determine the success or failure of a particular action.

The type of skill check required is determined by the GM (for more information on skill types, see page 25). Once the type of check and its difficulty have been set, the player creates a pool of dice based on the different factors involved in the task. The pool can be a combination of many types of dice, and it varies from action to action based on the characters involved and the specific situation.

After the dice pool has been created, the player rolls all of the dice assembled. The results on these dice are evaluated. Some results cancel each other out, while others are cumulative. Once all evaluations have been made, the player and GM can resolve the skill check by determining the action's success or failure. They use the information from the dice results to describe the outcome of the check, as well as any additional effects, complications, or surprises.

THE BASIC DICE POOL

The *Star Wars: The Force Awakens* **Beginner Game** uses a concept known as a dice pool, which is a collection of the custom dice needed for the game (see **Building a Basic Dice Pool**, on page 10). The basic dice pool relies on three factors: the PC's inherent ability, any specialized training, and the difficulty of the task being attempted.

CHARACTERISTICS

A character's intrinsic abilities are defined by the following six characteristics:

AGILITY

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control.

BRAWN

A character's Brawn represents a blend of a character's brute power, strength, and overall toughness, as well as the ability to apply those attributes as needed.

CUNNING

Cunning reflects how crafty, devious, clever, and creative a character can be.

INTELLECT

The Intellect characteristic measures a character's intelligence, education, mental acuity, memory, and ability to reason and rationalize.

PRESENCE

A character's Presence characteristic is a measure of moxie, charisma, confidence, and force of personality.

WILLPOWER

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith.

CHARACTERISTIC RATINGS

Characteristic ratings for both PCs and NPCs generally range from 1 to 6.

A typical humanoid has an average characteristic rating of 2. A rating of 1 is weak and below average. A characteristic rating of 3 or 4 is significantly above average, while ratings of 5 or 6 represent peak performance and ability.

SKILLS & TRAINING

Skills represent the character's training or experience in performing specific tasks and actions. Although a character can attempt almost anything without the proper training or skill, a trained character will be far more effective and capable than one unskilled at the task at hand.

Each skill is linked to a specific characteristic, the default ability a character uses when performing a task with that skill. For example, the Athletics skill is based on Brawn, Deception relies on Cunning, and Knowledge uses Intellect.

For a more in-depth look at skills and their applications, see page 25.

DIFFICULTY

Difficulty adds negative dice to the dice pool, making success more challenging. In addition to the dice representing the task's inherent difficulty, other dice may be added to reflect further complications based on the environment or specific situation.

While the characteristic and related skill training are defined by the character attempting the task, the difficulty of a task is set by the GM. There are six difficulty levels (see **Table 2–2: Difficulty Levels**, on page 11).

BUILDING A BASIC DICE POOL

Now that the three primary building blocks of a skill check's dice pool have been discussed, the following section explains how the dice pool is actually assembled.

APPLYING SKILLS & CHARACTERISTICS

The active character's skill training and the skill's linked characteristic are equally important when building a dice pool. When a character performs a task, the GM and player determine which skill is most appropriate. The skill they select determines which characteristic the character uses. For example, if the character is attempting to bypass a security terminal by slicing its alarm system, the skill check would use the Computers skill, which is linked to the Intellect characteristic.

Once the characteristic and skill are determined, the player can start building the dice pool. The player compares any ranks of skill training and the linked characteristic's rating.

The higher of the two values determines how many Ability dice ◆ are added to the skill check's dice pool. Then the player upgrades a number of those Ability dice ◆ into Proficiency dice ⬢ based on the lower of the two values. If a character is unskilled (possesses no ranks) in the necessary skill, that value is automatically zero, and the character relies solely on the appropriate characteristic.

Example 1: Tiras Or'un, a desert scavenger on Jakku, is caught in a sandstorm unawares. This calls for Tiras's Resilience skill and Brawn characteristic. Tiras has Resilience 2 and Brawn 3. His Brawn is higher, so the player begins by adding three Ability dice ◆◆◆ to his pool. His Resilience skill is lower, so he upgrades that many dice (two) into Proficiency dice ⬢. To attempt this action, Tiras starts out with three dice in his pool: ⬢⬢◆ (two Proficiency dice and one Ability die).

Example 2: Elsewhere, Fira Bon, an ex-soldier turned drifter, is caught in the same sandstorm. Fira's time in the military has made her particularly tough, and she has Resilience 3. However, her Brawn is only 2. Her Resilience skill is higher, so the player begins by adding three Ability dice ◆◆◆ to her pool. Her Brawn rating is lower, so she upgrades that many dice (two) into Proficiency dice ⬢⬢. To attempt this action, Fira starts out with four dice in her pool: ⬢⬢◆ (two Proficiency dice and one Ability die).

Note that both Tiras and Fira begin with the same size and type of dice pool, despite the fact that their ranks in the Resilience skill and their Brawn characteristics are different.

APPLYING TASK DIFFICULTY

After determining which skill and related characteristic are required to attempt the task, the GM chooses the level of difficulty for the task by consulting **Table 2–2: Difficulty Levels,** on page 11. The difficulty level of the task determines the number of Difficulty dice ◆ the player must add to the pool. For example, an **Average (◆◆) skill check** means the player adds two Difficulty dice ◆ to the dice pool.

In some cases, the GM may upgrade one or more of these Difficulty dice ◆, removing them from the dice pool and replacing them with an equal number of Challenge dice ●. Difficulty dice ◆ are most often upgraded into Challenge dice ● when characters face skilled opposition or particularly dire circumstances, or when the GM uses Destiny Points to make a check more challenging. Upgrading Difficulty dice ◆ into Challenge dice ● is discussed in more detail on page 11.

If there are no other factors influencing the outcome of the attempt, the basic dice pool is now complete and can be rolled to determine success or failure, as well as any potential side effects.

Example: For the previous sample scenarios, the GM reviews the table of difficulty levels. She decides that this storm is not particularly severe and can be endured by those with enough grit, so she assigns a difficulty of **Average (◆◆)** to the task. Two Difficulty dice are added to the players' dice pools when the PCs try to weather the sandstorm.

MODIFYING A DICE POOL

If there are no other influences or contributing factors that can impact the outcome of a task, the basic dice pool might be sufficient to represent the check. However, in a setting as diverse and action-packed as *Star Wars*, it is common for other factors to be introduced.

Any number of factors might warrant modification of the dice pool, such as obstructing terrain, poor lighting, tactical advantages, time constraints, superior equipment, special talents, investment of Destiny Points, or Critical Injuries. The following sections describe these modifications in more detail.

It is also important to note that when modifying a dice pool, players perform the modifications in a specific order. First, players assemble the basic pool. Then they add additional dice. Then they upgrade dice. Then they downgrade dice. Finally, they remove dice.

ADDING DICE

One way to modify the basic dice pool is to add dice to reflect environmental conditions or various advantages and

TABLE 2-2: DIFFICULTY LEVELS

Difficulty Level	Dice	Example
Simple	–	A simple task is something so basic and routine that the outcome is rarely in doubt. Success is assumed for the majority of simple tasks. If failure is virtually impossible, the task should not even require a check—the GM may simply state that the proposed action succeeds. If circumstances make the outcome uncertain, then a simple task may require a roll. This is generally the case only if one or more Setback dice ■ are introduced, such as those added due to injuries, the environment, or opposition.
Easy	◆	An easy task represents something that should pose little challenge to most characters, but something could go wrong, and failure is still possible. Examples include picking a primitive lock, tending to minor cuts and bruises, finding food on a lush planet, and shooting a target at short range.
Average	◆◆	An average task represents a routine action for which success is common enough to be expected, but failure is not surprising. Examples include picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, and trying to strike a target with a melee attack while engaged.
Hard	◆◆◆	A hard task is much more demanding of a character. Success is certainly feasible, but failure is far from surprising. Examples include picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, and shooting a target at long range.
Daunting	◆◆◆◆	A daunting task taxes a character and may push him to his limits. Success may be difficult to achieve, but it is possible. Examples include picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, and shooting a target at extreme range.
Formidable	◆◆◆◆◆	Formidable tasks seem nigh impossible. In fact, a formidable task most likely is impossible if approached casually. However, with proper planning, a well-trained and well-equipped character has a chance at success. Examples include picking a lock with no comprehensible mechanism, cloning a new body, and finding food and shelter on a planet without a breathable atmosphere.

disadvantages. This is done primarily through the use of Boost □ and Setback ■ dice. As a general rule, one Boost die □ is added to the dice pool for each edge or tool that would help the character succeed, and one Setback die ■ is added for each disadvantage or obstacle impeding success.

A single Boost die □ is often enough to represent the benefits provided by useful gear, ample time, superior position, or the element of surprise. If more than one of these advantages are applicable, the GM may allow multiple Boost dice □ to be added to the dice pool.

Likewise, a single Setback die ■ is usually enough to reflect the impact of detrimental or obstructing effects like poor lighting, inferior supplies, harsh environments, or outside distractions. If more than one of these disadvantages are applicable, the GM may add multiple Setback dice ■ to the dice pool.

Example: In the sandstorm scenario used prior, the scene could be described to reflect the character braving the storm in an area with little to no cover (a disadvantage) and with no water (a disadvantage). Fortunately, the character is a seasoned desert-dweller, and has body-covering clothing, goggles, and a rebreather mask (an advantage). Based on how the scene has been set up and described, the GM adds two Setback dice ■ and one Boost die □ (in total, ■■□) to the pool.

UPGRADING AND DOWNGRADING DICE

In addition to dice being added to the pool, some game effects, such as Destiny Points, upgrade a weaker die into a more potent die, or downgrade a potent die into a weaker die.

UPGRADING DICE

Upgrading dice is a mechanic specific to Ability dice ◆ and Difficulty dice ◆. When an Ability die ◆ is upgraded, it is converted into a Proficiency die ⬡. When a Difficulty die ◆ is upgraded, it is converted into a Challenge die ⬢.

When a special talent or effect calls for one or more dice to be upgraded, the player first determines how many dice are to be upgraded. Once this has been determined, the player removes that number of Ability dice ◆ or Difficulty dice ◆ from the pool and replaces them with an equal number of either Proficiency dice ⬡ or Challenge dice ⬢.

UPGRADING MORE DICE THAN AVAILABLE

There might be situations in which a player needs to upgrade Ability dice ◆ into Proficiency dice ⬡, but there are no more Ability dice ◆ remaining in the pool. In this case, the player performs the following steps. First, he determines how many dice upgrades remain. Then, using one upgrade, he adds one additional Ability die ◆ to the pool. If any upgrade opportunities remain, he then upgrades the newly added Ability die ◆ into a Proficiency die ⬡. This process is repeated until all potential upgrades have been applied.

If a player needs to upgrade Difficulty dice ◆ into Challenge dice ⬢, but there are no more Difficulty dice ◆ remaining, the same process is followed.

DOWNGRADING DICE

Downgrading dice is also a specific mechanic, and applies only to Proficiency dice ⬡ and Challenge dice ⬢. When a Proficiency die ⬡ is downgraded, it becomes an Ability die ◆. When a Challenge die ⬢ is downgraded, it becomes a Difficulty die ◆.

When a special talent or effect calls for one or more dice to be downgraded, the player first determines how many dice are to be downgraded. Once this has been determined, the player removes that number of Proficiency dice or Challenge dice from the pool and replaces them with an equal number of either Ability dice or Difficulty dice.

DOWNGRADING MORE DICE THAN AVAILABLE

There might be situations in which a player needs to downgrade Proficiency dice into Ability dice or Challenge dice into Difficulty dice. If all the potential dice are already in their downgraded form, ignore any further downgrades.

UPGRADES & DOWNGRADES IN THE SAME POOL

Sometimes abilities will call for both dice upgrades and downgrades. When this occurs, all upgrades are applied first. Then, any downgrades are applied. This is important, since upgrading dice could potentially add more dice to the overall pool.

REMOVING DICE

Just as some effects add Boost dice or Setback dice to a pool, other effects remove dice from the pool before they are rolled. Most often, this is due to character talents that allow the removal of Setback dice from a pool. If an ability would remove more dice of a type than there are in the dice pool, the maximum number of dice available are removed, and any additional removals are ignored.

Removing dice is done after all other dice have been added and all upgrades and downgrades have been applied.

INTERPRETING THE POOL

After a dice pool is rolled, the players evaluate the results to resolve the outcome. The first outcome to resolve is the success or failure of the skill check. Then, the GM and players can determine if any significant side effects—good, bad, or both—are triggered.

SUCCESSES & FAILURES

Each Failure symbol cancels one Success symbol. Remember that Triumph symbols are counted as Success symbols in addition to their Triumph effects, and the Success portion of their effects can be canceled by a Failure symbol. Likewise, Despair symbols count as Failure symbols in addition to their Despair effects, and thus cancel Success symbols just like regular Failure symbols do.

If all Successes and Failures in the pool are canceled out, or if there are any net Failures remaining, the skill check fails. If at least one Success remains, the skill check succeeds. Remember, a dice pool must have at least one Success symbol remaining for a skill check to succeed.

ADVANTAGE & THREAT

Advantage symbols and Threat symbols cancel one another. Each Threat symbol cancels one Advantage symbol. After all Threat symbols have canceled Advantage symbols, a pool will have one or more Advantage symbols, one or more Threat symbols, or everything evenly canceled out.

Having one or more net Advantage symbols indicates a positive side effect or benefit. Having one or more net Threat symbols indicates a negative side effect or complication of the attempted task. If all the Advantage symbols and Threat symbols cancel each other out, then there are no additional effects, positive or negative.

TRIUMPH & DESPAIR

Two symbols represent far more potent effects than the others. Triumph and Despair are special cases and operate somewhat differently than the other symbols. Unlike Success and Failure or Advantage and Threat, Triumph and Despair do not completely cancel each other out. Rather, they indicate an especially positive or unfortunately dire side effect. Only the "Success" and the "Failure" portions of each symbol can cancel each other out.

Remember that it is possible for a skill check to result in both Triumph and Despair symbols. In this case, each result is interpreted separately. For more information about the specific applications of Triumph and Despair, see pages 19–20.

UNLIMITED POSSIBILITIES

With the opportunity for success or failure, as well as the myriad side effects possible through varying amounts of Advantage, Threat, Triumph, and Despair, no two skill checks are the same. There are hundreds of possible outcomes with almost every skill check. A character might achieve a high-magnitude success with no other complications, or a low-magnitude success with Advantage, or a moderate success with Advantage symbols that are tempered by Despair. Likewise, failed checks can have silver linings by also featuring Advantage or Triumph, or can create truly dire situations when they are accompanied by Threat and Despair.

The sheer variety of possibilities provides opportunities to narrate truly memorable action sequences and scenes. Players and GMs alike are encouraged to take these opportunities to think about how the symbols can help move the story along and add details and special effects that create unique, action-packed sessions.

OTHER TYPES OF CHECKS

The standard skill check using a basic dice pool can be used to resolve the vast majority of tasks in a game session. However, some situations call for a slightly different approach.

OPPOSED CHECKS

Sometimes a task is more difficult to accomplish because someone is actively trying to prevent the character from succeeding. Similarly, a task may be influenced when one character is trying to overcome or bypass another character. For example, let's say a spy lies to the First Order commander he is betraying, claiming he had nothing to do with the intel leaks. The infiltrator's Deception check might be opposed by the commander's Discipline. When a scout tries to sneak past a guard, the scout's Stealth check is opposed by the sentry's Vigilance skill.

Like standard checks, opposed checks have associated Difficulty ◆ and potentially Challenge dice ⬢ that are added to the skill check's dice pool. However, rather than assigning a general difficulty level to an opposed check, a comparison between the active and opposing characters' characteristics and skill ratings determines the difficulty of an opposed check.

The active character's dice pool is built using Ability dice and potentially upgrading some into Proficiency dice ⬡ based on characteristic and skill rating, as usual. The opposition then introduces Difficulty dice ◆ and Challenge dice ⬢ based on its relevant characteristic and skill rating. The higher of the opposition's characteristic and skill rating values determines how many Difficulty dice ◆ are added to the pool, while the lower value indicates how many of those dice are upgraded into Challenge dice ⬢ (see **Upgrading Dice**, on page 11).

Example: Mhar'li the pilot is flying her quadjumper, trying to force a TIE fighter into a crash by passing into a deep canyon. Mhar'li has Agility 4 and Piloting 2, which creates an initial dice pool of four Ability dice, two of which are upgraded to Proficiency dice (⬡⬡◆◆ in total). The TIE fighter pilot has Cunning 2 and Perception 1. Therefore, the opposition adds two Difficulty dice to the check, one of which is subsequently upgraded to a Challenge die (⬢◆ in total). If there are no other factors, the skill check dice pool contains the following dice: ⬡⬡◆◆⬢◆.

COMPETITIVE CHECKS

When multiple characters are attempting the same task and the players need to know which character accomplishes the task first or performs it best, or they need to measure some other outcome, they are engaging in a competitive check.

For example, two characters engage in a friendly footrace through a dense jungle. Each character has the same goal: to win the race by crossing the finish line first. This is a competitive check to see who outperforms the other.

For a competitive check, the GM assigns a difficulty level for the task, and each character involved in the competition makes a skill check based on that difficulty. When characters make a competitive check, it is important to track how many net Successes ✲ each character generates after cancellations. The character with the most net Successes ✲ "wins" the check.

Although Advantage ☋ and Triumph ⊕ symbols still provide their customary effects in these situations, they also provide one additional benefit: the resolution of ties. If the two characters tie by generating the same number of net Successes ✲, the character with the greater number of Triumph ⊕ symbols is the winner. If the characters are still tied, the character with more total Advantage ☋ wins the check.

If the characters are still tied after evaluating these categories, the competitive check is a draw. In this case, the GM must determine the winner, or the consequences if everyone loses, or call for another competitive check.

Example: Durm Bormo the Abednedo doctor and Fira Bon the soldier engage in a friendly game of dejarik while relaxing at the cantina. The GM decides that making the winning move will require an **Average (◆◆) Knowledge check** for Bormo (using a classic dejarik strategy) and an **Average (◆◆) Leadership check** for Fira (utilizing her experience in the military). Bormo has Intellect 4 and Knowledge 2, while Fira has Presence 3 and Leadership 1. Bormo manages to generate two Successes, no Triumph, and two Advantage (✲✲☋☋ in total). Despite her experience on the field, in the game Fira only manages to generate one Success, one Triumph (which, in addition to being a Triumph, also counts as Fira's second Success), and three Threat (✲⊕۞۞۞) Fira wins the competitive check based on the tiebreaker.



DESTINY POINTS

Destiny is that special spark that elevates heroes above the rank and file, imbuing a persona with enough significance in the galaxy's events to be a Player Character. Over the course of the PCs' adventures, Destiny can intervene on their behalf for good or ill.

The concept of Destiny and the Player Characters' ability to tap into and influence this resource is represented by Destiny Points. Destiny is interwoven with the Force and is one way the Force guides and surrounds the characters.

THE POOL OF DESTINY

Like the Force, Destiny has both a light side and a dark side. Light side Destiny Points favor the Player Characters and can be used to aid them in their actions. Dark side Destiny Points impede the PCs and are used by the GM to imperil the PCs and complicate their actions. As the pool of light side Destiny ebbs, the dark side's Destiny pool grows. As dark side Destiny Points are consumed, light side Destiny Points are replenished.

PREPARING THE DESTINY POOL

To determine the current Destiny pool, at the beginning of each game session, each hero player rolls one Force die ⬡ (the GM does not roll a Force die). The results of the Force dice are tallied to become the starting Destiny pool for that session. For example, if a player rolls one light side symbol ○, add one light side Destiny Point to the session's Destiny pool. If a player rolls two dark side symbols ●●, add two dark side Destiny Points to the Destiny pool.

Once set, the size of the Destiny pool does not change for the remainder of that game session.

At the start of the next session, each player rolls again, and thus the group makes a new pool, which might well have a different number of Destiny Points.

TRACKING DESTINY POINTS

Destiny Points can be easily tracked using the included two-sided gaming tokens. The white side represents light side Destiny Points, and the black side is designated to represent dark side Destiny Points. When anyone spends a Destiny Point, simply flip a token over to its other side.

HOW DESTINY POINTS ARE USED

Player Characters may only spend light side Destiny Points, and the GM may only spend dark side Destiny Points.

When a player spends a light side Destiny Point, it is converted into a dark side Destiny Point after the current action is resolved. When the GM spends a dark side Destiny Point, it is then converted into a light side Destiny Point in the same fashion. A player can only spend one light side Destiny Point during a single action. The GM likewise is limited to spending one dark side point per action.

The active player (the player or GM forming the dice pool) always has the first chance to use a Destiny Point. Once this player has decided whether or not to use a Destiny Point, the other party involved in the check (the targeted player, or the GM in the case of an NPC) has the opportunity to respond by using a Destiny Point in turn.

The following section explains some of the ways in which Destiny Points can be used.

A HELPING HAND

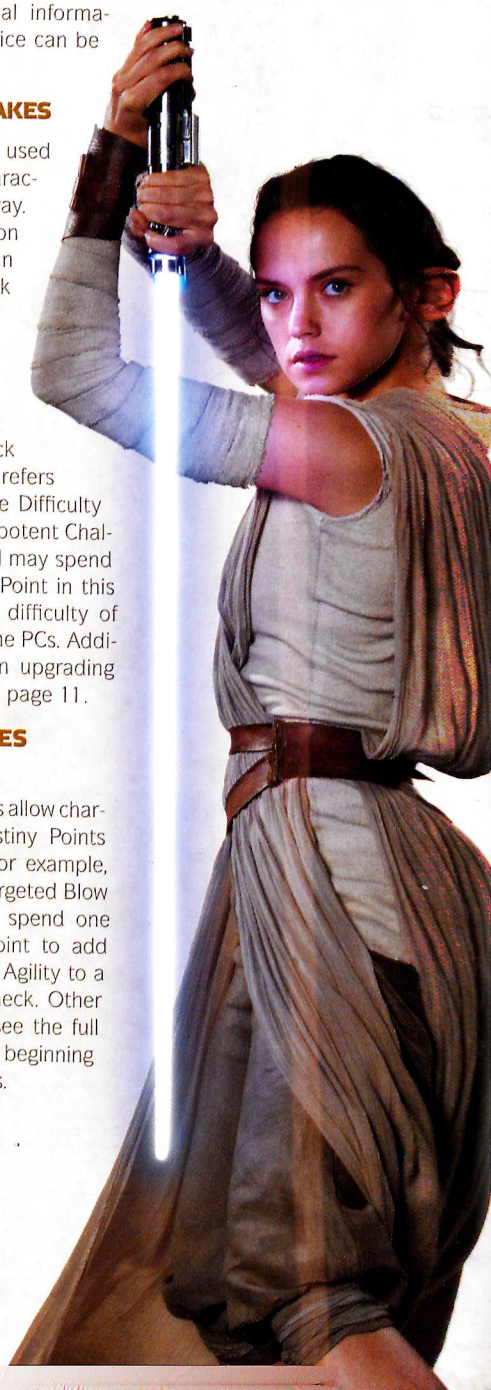
Players have the opportunity to call on Destiny to enhance skill checks they are about to attempt. A hero player may spend one light side Destiny Point to upgrade a dice pool by one step. This refers to upgrading a single Ability die ◆ into the superior Proficiency die ⬢. The GM may spend a dark side Destiny Point in this way to upgrade an NPC's dice pool. Additional information on upgrading dice can be found on page 11.

RAISING THE STAKES

Destiny can also be used to help keep characters out of harm's way. Players can call on Destiny to make an opponent's skill check more challenging. A hero player may spend one light side Destiny Point to upgrade the difficulty in any NPC's skill check by one step. This refers to upgrading a single Difficulty die ◆ into the more potent Challenge die ⬢. The GM may spend a dark side Destiny Point in this way to upgrade the difficulty of dice pool of one of the PCs. Additional information on upgrading dice can be found on page 11.

SPECIAL ABILITIES AND TALENTS

Some powerful talents allow characters to spend Destiny Points for various effects. For example, after acquiring the Targeted Blow talent, Fira Bon can spend one light side Destiny Point to add damage equal to her Agility to a successful combat check. Other uses exist, as well—see the full talent descriptions, beginning on page 31 for details.



INVESTING EXPERIENCE POINTS

Experience is the primary means by which players customize their characters. Players should receive experience from the GM as they continue to play with the characters in the *Star Wars*: *The Force Awakens* **Beginner Game**, and they can spend that experience to improve their characters.

SKILL TRAINING

Each skill has five ranks of training available. The cost for training skills falls into one of two categories: career skills and non-career skills. Each character should have check marks next to a number of skills (based on career). These are the character's career skills.

Training a career skill costs five times the value of the next highest rank. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that training a career skill from rank 0 to rank 2 costs 15 experience points (5 for raising it from rank 0 to rank 1, then 10 more for raising it from rank 1 to rank 2).

A character can also purchase ranks of non-career skills. Each rank of a non-career skill costs 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience points. Each rank must be purchased separately. This means that training a non-career skill from rank 0 to rank 2 costs 25 experience points (10 for raising it from rank 0 to rank 1, then 15 more for raising it from rank 1 to rank 2).

ACQUIRING TALENTS

Talents in the *Star Wars*: *The Force Awakens* **Beginner Game** are acquired from a character's career talent tree. Talent trees provide a unique format for purchasing talents that comes with several special rules and restrictions.

Each talent tree has four columns and three rows. This means each talent tree has a total of twelve talents that characters may purchase. The cost of each talent depends on the row it occupies. The talents in the topmost row are the least expensive, costing 5 experience points each. The next row's choices cost 10 experience points each, and the third and final row's choices cost 15 experience each.

Note that the choices on each tree are connected by a series of lines that link some talent choices with others. When purchasing talents, characters can only purchase talents they are eligible for. Characters are eligible to select any talents in the first, topmost row, plus any talents that are connected via one of the aforementioned links to a talent the character has already acquired. Each entry on the talent tree may only be acquired once.

TABLE 2-3: INVESTING EXPERIENCE

Option	Cost	Prerequisites
May purchase ranks in any skill, up to rank 5.	Career skills cost five times the purchased rating in experience. Non-career skills cost five times the purchased rating in experience, plus five additional experience.	Whether for a career skill or a non-career skill, each rank must be purchased sequentially (rank 2 must be purchased before rank 3, and so on).
May spend experience to purchase talents in talent trees.	Each talent lists its cost.	Talents can only be purchased if they are on the first level of a talent tree or if they are connected with a bar to one or more talents already purchased.





III COMBAT

The *Star Wars:The Force Awakens* **Beginner Game** strives to capture the pure cinematic thrill found in the *Star Wars* universe. Combat is frequent, fast-moving, and meant to showcase the talents and abilities of the Player Characters.

Most of the gameplay is done on a narrative basis, with the GM describing events and the players describing their characters' actions and reactions to these events. Combat, however, requires more structured gameplay.

STRUCTURED GAMEPLAY

In structured gameplay, the game is broken down into a series of rounds, each of which is further broken down into a series of turns. During a single round, each Player Character and Non-Player Character gets one turn, during which they have the opportunity to accomplish tasks and perform various actions.

Players should keep in mind that a round lasts long enough for their character to move to a new location and perform an important action. They should also remember that although each round is broken up into turns that happen sequentially in gameplay, narratively the turns are occurring at roughly the same time.

Structured gameplay events (also known as **encounters**) such as combat, follow these steps.

STEP 1: DETERMINE INITIATIVE

At the beginning of the first round of combat, the hero players and the GM need to determine in what order the characters will take their turns. This is referred to as the Initiative order.

To determine the Initiative order, each Player Character and NPC makes a **Simple (–) Cool** or **Vigilance check**—Cool when aware and ready for combat, Vigilance when combat begins unexpectedly. It is important to note that different characters might use different skills to determine Initiative during the same combat, depending on their differing circumstances.

Once all Initiative checks have been made, the GM notes the results of each check and ranks them in order, from highest number of Successes ✲ to lowest number of Successes ✲. If two checks are tied, the check with more Advantage ✲ is ranked higher. If they are still tied, the check with more Triumph ✲ is ranked higher. If a Player Character and an NPC are still tied after all of these factors have been taken into account, the Player Character is ranked higher. This is the Initiative order.

STEP 2: ASSIGN INITIATIVE SLOTS

After determining the Initiative order, the GM notes which results were generated by Player Characters and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the hero players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from among the Player Characters who have not acted that round. That Player Character then takes this turn.

If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from among the NPCs who have not acted that turn. That NPC then takes this turn.

STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, certain effects that last until the "end of the round" end. The GM also determines if the ongoing event warrants additional rounds, or if it has been resolved. If the ongoing event continues, repeat step 3 using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

STEP 5: ENCOUNTER ENDS

Once the focal event of the encounter has been resolved, the GM ends the encounter. At this point, any character abilities that can only be used "once per encounter" reset. Each Player Character also has a chance to breathe easy and recover strain, and each PC may take steps to help heal any incapacitated characters.

THE TURN

Each character (whether a Player Character or a Non-Player Character) gets one turn to act during each round. During this turn, the character has the chance to undertake certain activities, such as moving from place to place, using skills, or even attacking others. The activities the active character can perform during a turn are split into three categories: incidentals, maneuvers, and actions.

INCIDENTALS

Incidentals are minor activities that characters can undertake that require extremely little time or effort. There is no hard limit to the number of incidentals a character can perform during a single turn, although the GM may veto excessive numbers of them or decide they are complex enough to warrant counting as a maneuver. The following are examples of incidentals:

- Speaking to another character.
- Dropping an item held in one's hands.
- Releasing someone the character is holding.
- Making slight movements such as shifting position, peeking around a corner, or looking behind oneself.

MANEUVERS

Not all undertakings require a check. These minor activities are known as maneuvers and cover a wide range of activities that any character can perform. They require an investment of time and effort on the character's part, but are simple enough that there is no chance of failure when doing them. Technically, characters perform maneuvers during narrative gameplay as well as encounters. However, maneuvers are tracked and defined during encounters because characters are more limited in their time and efforts by the frantic pace of conflict.

MANEUVER LIMITATIONS

A character can perform one free maneuver on his turn. The character may also perform a second maneuver by voluntarily suffering two points of strain. A single character cannot perform more than two maneuvers during a turn.

TYPES OF MANEUVERS

The following is a list of the most common maneuvers a character can perform during combat:

AIM

During combat, a character can use the Aim maneuver to steady a weapon or line up a hit before attacking. This grants one Boost die □ to the character's next combat check.

ASSIST

A character can perform the Assist maneuver to add a bonus Boost die □ to an engaged ally's next check. Several characters can use the assist maneuver to add more bonus Boost dice □ to the engaged ally's next check. The Game Master should use common sense when allowing characters to assist one another. Some actions simply do not benefit from assistance.

GUARDED STANCE

A character can perform a Guarded Stance maneuver to protect against melee attacks. Until the end of the character's next turn, any combat checks the character makes suffer one Setback die ■, and Melee and Brawl checks made targeting the character suffer one Setback die ■.

RANGED ATTACKS AND MELEE ATTACKS

Ranged attacks and melee attacks are two different types of attacks, meaning they are also two different types of combat checks. A ranged attack is an attack made with a ranged weapon of some sort, most likely an attack made using the Ranged (Light), Ranged (Heavy), or Gunnery skill. A melee attack is an attack made in close combat against an opponent with a weapon designed for use in close combat. Most often, a melee attack is made using the Melee or Brawl skill.

INTERACT WITH THE ENVIRONMENT

This is a broad category of possible interactions, such as opening a blast door, flipping or ducking behind a table, pressing a specific button on a control panel, or grabbing a blaster off of the ground.

Taking cover: Ducking behind a door jam, crouching behind a crate, or peeking around a tree trunk: all of these maneuvers allow a character to add a Setback die ■ to any ranged combat checks that target that character.

MANAGE GEAR

This maneuver allows a character to manage items and equipment (such as drawing or loading a weapon or drawing something from a pouch or satchel).

MOVE

The Move maneuver allows a character to move within the surrounding environment.

- **Change range increment**. Performing this maneuver allows a character to move between short and medium range relative to another person or object. This also means that a character can move between medium and long range by performing two maneuvers, or between long and extreme range by performing two maneuvers. When covering long distances, multiple maneuvers do not have to be performed on the same turn, but the character is not considered to be in the new range increment until all required maneuvers have been performed. For more detail on determining range, see page 21.
- **Engage or disengage from an opponent**. If a target is already within short range of a character, the character can perform a maneuver to engage that target; if already engaged with a target, a character can perform a maneuver to disengage from that target.
- **Move within short range**. Performing this maneuver allows an unengaged character to move to another position that is currently within short range.

DROP PRONE OR STAND FROM PRONE

Dropping prone and standing from a prone position both require a maneuver. Dropping prone adds one Setback die ■ to all ranged attacks made against the prone character but also adds one Boost die □ to all melee attacks made against the prone character.

ACTIONS

During a character's turn, the character generally has the chance to perform one primary activity. This is the character's action. A character can only perform one action in a turn. In the *Star Wars: The Force Awakens* **Beginner Game**, there are four major types of actions a character can perform during a turn:

EXCHANGING AN ACTION FOR A MANEUVER

A character may exchange an action for an additional maneuver during the turn. However, a character still cannot perform more than two maneuvers during a single turn.

SPENDING AN ACTION TO ACTIVATE AN ABILITY

Certain abilities and talents can require an action to activate. When a character spends an action to activate an ability, the character has used the action for that turn.

PERFORMING A SKILL CHECK

The most common actions most characters take during their turn are actions that require a skill check to resolve. In other words, these are activities for which success is not guaranteed or for which the failure of the task may be important to the ongoing story. Skill descriptions are covered on page 26.

Combat checks, however, are unique enough that they require a separate description.

PERFORMING A COMBAT CHECK

A player makes a combat check when that player's PC uses a combat skill to attack a target. This is also referred to as an attack. A combat check follows all the rules and procedures for making a skill check, including the steps for assembling the dice pool (see page 10). However, several additional steps are included in a combat check:

1. DECLARE AN ATTACK AND SELECT TARGETS

The player chooses to have the character make an attack. The player selects the skill the character uses to make the attack and, if the skill requires a weapon to use, which weapon the character uses. The player then declares the attack's target.

2. ASSEMBLE THE DICE POOL

The player then assembles a dice pool based on the skill, its characteristic, and any applicable talents or other abilities.

The difficulty of a combat check depends on whether the attack is a ranged attack (using Ranged [Light], Ranged [Heavy], or Gunnery) or a melee attack (using Melee or Brawl). Melee attack difficulties are always **Average (◆◆) difficulty**. Ranged attack difficulties depend on the distance the target is from the active character, or in other words, the range band the target occupies. **Table 3–3: Ranged Attack Difficulty**, on page 21 lists difficulties as they relate to different range bands. See page 21 for more information about range bands.

3. POOL RESULTS AND DEALING DAMAGE

The player rolls the dice pool for the character and evaluates the results (**Interpreting the Pool**, on page 12). As with any skill check, the check must generate more Successes ✲ than Failures ▼ to be successful.

TABLE 3-1: SPENDING ADVANTAGE AND TRIUMPH IN COMBAT

Cost	Result Options
1 Triumph or (variable) Advantage	Activate a Critical Injury (if the target suffers at least 1 wound) or active weapon quality based on weapon (see page 36).
1 Advantage or 1 Triumph	Recover 1 strain (this option may be selected more than once). Add one Boost die to the next allied active character's check. Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder.
2 Advantage or 1 Triumph	Perform an immediate free maneuver, provided that the character has not already performed two maneuvers in that turn. Add one Setback die to the targeted character's next check. Add one Boost die to an allied character's next check (or that of the current active character).
1 Triumph	Upgrade the difficulty of the targeted character's next check. Upgrade the ability of an allied character's next check (or that of the current active character). Do something vital to turning the tide of battle, such as shooting the controls to the nearby blast doors to seal them shut.
2 Triumph	When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up a blaster or destroying a personal shield generator.



When making a combat check, after calculating overall success, each remaining Success result adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is inflicted on each target.

4. RESOLVE ADVANTAGE AND TRIUMPH

As in every skill check, Advantage and Triumph can be spent by the active character to gain incidental beneficial effects on a combat check. There are specific options for spending Advantage and Triumph in combat encounters. The most common of these effects can be found on **Table 3–1: Spending Advantage and Triumph in Combat**.

Keep in mind, these are not intended to be the only options available. As always, players and GMs may invent other ways to spend Advantage and Triumph depending on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

5. RESOLVE THREAT AND DESPAIR

Just as the controlling player determines how a character spends Advantage and Triumph in a combat check, the GM then determines how to spend any Threat and Despair generated in the check. By default, the GM determines how Threat and Despair are spent.

There are specific options for spending Threat and Despair in encounters, and the most common of these can be found on **Table 3–2: Spending Threat and Despair in Combat** (page 20). As with Advantage and Triumph, keep in mind that these are not intended to be the only options available, and the GM is encouraged to be creative.

6. REDUCE DAMAGE, APPLY TO WOUND THRESHOLD, AND APPLY CRITICAL INJURIES

When a character suffers damage, reduce the damage the dealt by the character's soak value. If any damage remains after this reduction, the character suffers that many wounds. If the net result is zero or negative, the character suffers no wounds. For more information on soak, damage, and wounds, see **Wounds, Strain, and Injuries** on page 23.

An attack can potentially generate a Critical Injury if the target suffers at least 1 wound. In this case, an NPC target is defeated outright. If the target is a PC or nemesis NPC, instead refer to **Table 3–4: Critical Injuries,** on page 22.

Example: Tiras is wearing padded armor, and with his natural Brawn, he has a total soak value of 4. A successful hit with a blaster pistol deals 9 points of damage to him. His soak value absorbs 4 points of this damage, which means he suffers 5 wounds.

TABLE 3-2: SPENDING THREAT AND DESPAIR IN COMBAT

Cost	Result Options
1 Threat or 1 Despair	The active character suffers 1 strain (this option may be selected more than once).
2 Threat or 1 Despair	An opponent (chosen by the GM) may immediately perform one free maneuver in response to the active character's check. Add one Boost die to the targeted character's next check. The active character or another allied character suffers one Setback die on his next action.
3 Threat or 1 Despair	The active character falls prone.
1 Despair	The character's ranged weapon immediately runs out of ammunition and cannot be used for the remainder of the encounter. Upgrade the difficulty of another allied character's next check (or that of the current active character). The tool or melee weapon the character is using becomes damaged.

SOAK

A character's soak value helps protect against incoming wounds. Most creatures and characters have a default soak value equal to their Brawn rating. Most armor and other forms of protection provide additional soak (see page 38).

After calculating the total amount of physical damage inflicted by any source, subtract the total soak value from that damage total. The result is the number of wounds the character suffers. If the soak reduces the damage to zero or less than zero, then the character takes no wounds.



TABLE 3-3: RANGED ATTACK DIFFICULTY

Range Band	Difficulty
Engaged	**Easy** (◆) plus additional modifiers depending on weapon used.
Short	**Easy** (◆)
Medium	**Average** (◆◆)
Long	**Hard** (◆◆◆)
Extreme	**Daunting** (◆◆◆◆)

ADDITIONAL DIFFICULTY

Range	Difficulty
Engaged with Ranged (Light)	+1 difficulty (◆)
Engaged with Ranged (Heavy)	+2 difficulty (◆◆)
Engaged with Gunnery	Cannot make Gunnery checks when engaged with an opponent.

RANGE BANDS

The *Star Wars*: *The Force Awakens* **Beginner Game** relies on broad terms to describe ranges and distances. The distance between two points—people, objects, or adversaries—is defined in general range categories. These range categories are used to determine how far a ranged attack can reach, how far apart two people are from each other, how much effort is needed to move between two places, and so on.

THE FIVE RANGE BANDS

For ease of play, distance in the *Star Wars*: *The Force Awakens* **Beginner Game** is divided up into five different bands, from engaged to extreme. As always, the GM has final say in determining the range between the attacker and the target.

The GM is free to describe scenes dynamically and set up the action without having to worry about exact distances. Precise distances in meters do not matter. The details and story come first, creating a vivid picture for the players, while still allowing the GM to quickly provide the mechanical information players need to use their actions and build strategies.

ENGAGED

Two characters engaged with each other are in very close proximity. A character needs to be engaged with a target to strike it with a melee weapon, such as a vibroknife.

Engaged is also used to indicate that a person is close enough to an item to use it. For example, a slicer needs to be engaged with a security terminal to attempt to hack it.

SHORT RANGE

Short range indicates up to several meters between targets. Many thrown weapons and small firearms are most accurate at short range. Two people in short range can talk comfortably without raising their voices. Moving to another spot within short range requires only one maneuver.

MEDIUM RANGE

Medium range can be up to several dozen meters away. More reliable pistols can reach to medium range. Few thrown weapons can reach this far. Two people in medium range of each other need to talk loudly to hear each other. Moving from short range to medium range requires only one maneuver.

LONG RANGE

Long range is farther than a few dozen meters. Blaster rifles, mounted weapons, and weapons that use the Gunnery skill can reliably reach this far without too much trouble. Two people in long range of each other need to yell loudly to hear each other. Moving from medium range to long range requires two maneuvers.

EXTREME RANGE

Extreme range is the farthest range at which two targets can interact. High-tech sniper weaponry and some vehicle-mounted armaments reach out to this range. Two people at extreme range might not be able to hear each other even if they shout. Moving between long range and extreme range can be extremely time consuming and taxing, and thus doing so requires two maneuvers.

ADDITIONAL COMBAT CHECK MODIFIERS

Any number of factors can modify a combat check, from environmental concerns to actions the character takes. This section discusses some of these modifiers.

RANGED ATTACKS AT ENGAGED TARGETS

When attacking a target engaged with an ally, the attacker upgrades the difficulty of the check by one step (upgrading one Difficulty die ◆ to a Challenge die ⬣).

RANGED ATTACKS WHILE ENGAGED

When an engaged opponent makes a ranged attack against a character, that character may add one Boost die □ to the next Brawl or Melee check that character makes against that opponent.

In addition, the difficulty of some ranged attacks increases while engaged, and other ranged attacks become impossible. See **Table 3–3: Ranged Attack Difficulty**, on page 21, for more information.

UNARMED COMBAT

Characters fighting with their bare fists (or other appendage) use the Brawl combat skill. When a character does so, the attack has a base damage equal to the character's Brawn, a range of engaged, a Critical Rating of 5, and the Disorient 1 and Knockdown qualities (see **Weapon Qualities,** on page 36). Finally, when making a Brawl attack, the attacker can choose to deal damage to the target as strain instead of as wounds. Note that this strain damage is still reduced by the target's soak value.

Unlike other weapons, Brawl weapons (see page 35) augment this basic attack. Brawl weapons can add damage to this attack, and can have an improved Critical Rating and additional weapon qualities. When using a Brawl weapon, the user adds the additional weapon qualities to the qualities already provided by the Brawl attack. If the weapon provides an improved version of an existing quality of an unarmed attack, the character uses the improved version.

IMPROVISED WEAPONS

Improvised weapons such as broken bottles, rocks, and sticks use the Melee skill. As with all Melee weapons, add the attacker's Brawn to the damage dealt. Improvised weapons generate one automatic Threat ⚙ on any check and have a base damage of 1. Any attack roll that results in a Despair ▽ or two or more Threat ⚙ indicates that the improvised weapon breaks and is useless in further rounds of combat.

ENVIRONMENTAL EFFECTS

The GM can add Boost □ and Setback dice ■ as he deems appropriate to any combat check due to environmental effects, such as darkness or smoke.

COVER

Being behind some sort of cover—a crate, wall, or vehicle, for example—imposes one Setback die ■ on the opponent's attack rolls and on certain skill checks, such as Perception.

DIFFICULT TERRAIN

Difficult terrain is anything that a GM decides is hard to move through or over. It can include tight passageways, bodies of water, slippery ice, thick undergrowth, loose rubble, or deep and shifting sand. Characters entering or moving through difficult terrain must perform twice as many maneuvers to move the distance they could under normal conditions.

FALLING

Gravity can be extremely dangerous. A character who falls from a height within short range suffers 10 wounds and 10 strain. Falls from greater heights can cause a character to be incapacitated or even killed, per the GM's discretion.

TABLE 3–4: CRITICAL INJURIES

Number of Critical Injuries	Difficulty to Heal	Effects
First Critical Injury	Easy (◆)	The character suffers 2 strain immediately. No ongoing effect.
Second Critical Injury	Average (◆◆)	The character suffers a Setback die ■ to the character's next check. No ongoing effect.
Third Critical Injury	Hard (◆◆◆)	The character suffers a Setback die ■ to all checks until this Critical Injury is healed.
Fourth Critical Injury	Hard (◆◆◆)	The character is incapacitated until this Critical Injury is healed.

WOUNDS, STRAIN, AND INJURIES

A character's health is tracked using two independent yet similar systems: wounds and strain.

WOUNDS AND WOUND THRESHOLD

Damage to a character's physical body is tracked using wounds. Each point of damage inflicts one wound on a character. A character can only withstand so many wounds before being incapacitated. This physical limit is represented by the character's wound threshold.

- When a PC suffers wounds beyond his or her wound threshold, that PC is knocked out and incapacitated until the wounds are reduced so that they no longer exceed the character's wound threshold (usually via healing). The PC also immediately suffers one Critical Injury.
- When NPCs and creatures suffer wounds greater than their wound threshold, they are defeated. Note that the GM might wish to designate some important NPCs as nemesis NPCs. These NPCs follow the same rules for being incapacitated and suffering Critical Injuries as PCs.

STRAIN AND STRAIN THRESHOLD

Any effect that impairs the character, but does not inflict physical harm or wounds, is considered strain.

- When a PC suffers strain beyond his or her strain threshold, that PC is incapacitated until the strain is reduced so that it no longer exceeds the PC's strain threshold.

INCAPACITATED

Because "Resistance sympathizer" is a dangerous occupation in the best of circumstances, Player Characters often find themselves in treacherous situations. While even the most stalwart character cannot survive everything, *Star Wars: The Force Awakens* **Beginner Game** does not include rules for Player Character death. Instead, a PC who becomes too injured or strained will find himself incapacitated.

A character is incapacitated once he has suffered more wounds than his wound threshold or more strain than his strain threshold. Incapacitation means that a character is unconscious and unable to act until the number of wounds or strain he is suffering is decreased to a value equal to or below the appropriate threshold.

- When an NPC suffers strain, it applies the strain directly to its wound threshold (unless it is a high-level opponent such as a nemesis, who instead uses the same rules as PCs).

Characters may also voluntarily suffer strain to trigger certain effects, such as gaining additional maneuvers or activating certain talents.

CRITICAL INJURIES

A particularly dangerous type of wound is a Critical Injury. Critical Injuries are often the result of attacks that trigger a weapon's Critical Rating during combat, but characters can also suffer them from exceeding their wound threshold. Each time a character suffers a Critical Injury, that character suffers ill effects based on the number of Critical Injuries he or she is currently suffering from (see **Table 3–4: Critical Injuries**, on page 22).





RECOVERY AND HEALING

While characters can be afflicted with various ailments and types of damage, there are several options for recovery.

RECOVERING FROM WOUNDS

Characters can recover from wounds in several different ways. Find some options (and restrictions) for healing below:

- **Natural Rest:** For each full night's rest, a character recovers one wound. At the end of each full week of rest, the character may attempt a Resilience check to recover from one Critical Injury. The difficulty for this check depends on the number of Critical Injuries the character is currently suffering from (see **Table 3–4: Critical Injuries**, on page 22). A Triumph ⊕ result means the character can heal one additional Critical Injury. Droids benefit from natural rest as well, as their subroutines and automated systems enact self-repairs.
- **Medical Care:** Once per encounter, a character may attempt a Medicine check to patch up injuries (or have an engaged ally attempt the check instead). The difficulty of the check is based on the character's current state of health (see **Table 4–1: Medicine Check Difficulty**, on page 27). If the character does not have access to proper medical supplies (such as a medpac), the difficulty of the check is increased by one (◆). On a successful check, the target recovers a number of wounds equal to the number of Successes ✲ generated by the Medicine check and an amount of strain equal to the amount of Advantage ✪ generated.

  Once per week, a character may also attempt to heal a Critical Injury by making a Medicine check (or having an engaged ally attempt the check) with a difficulty based on the number of Critical Injuries he or she is currently suffering from (see **Table 3–4: Critical Injuries**, on page 22).

  Droids do not benefit from medical care in the traditional sense. However, a skilled machinist can use the Mechanics skill to treat a droid in the same way a doctor treats an organic patient with the Medicine skill.
- **Bacta Tanks:** Characters can also recover using a bacta tank. Bacta tanks are rare outside of medical installations. A wounded character recovers at a rate of one wound per two hours. At the end of each 24-hour period, a character may attempt one Resilience check to remove one Critical Injury. The difficulty for this check depends on the number of Critical Injuries the character is currently suffering from (see **Table 2–4: Critical Injuries**, on page 22).

  Droids do not benefit from spending time in a bacta tank. However, they can gain the same benefits from spending time in an oil bath.
- **Stimpacks:** Stimpacks heal a fixed amount with no check necessary. Each stimpack used on a character automatically recovers 4 wounds. It requires one maneuver for characters to inject themselves or engaged allies. Stimpacks have no effect on Critical Injuries. See page 40 for more information on stimpacks.

  Droids cannot use stimpacks. However, they benefit from emergency repair patches in the exact same way. If the GM wants to include emergency repair patches in his game, he should treat them as stimpacks that only can be used by droids.

RECOVERING FROM STRAIN

Fortunately, recovering from strain is fairly easy. At the end of each encounter, each PC recovers strain equal to he PC's Presence or ranks in the Cool skill, whichever is greater. Furthermore, a good night's rest generally removes all strain a character has suffered.



IV
SKILLS

The vast majority of a character's actions are governed by abilities acquired through education or experience. Any time a character attempts an action that has a reasonable chance of success or failure, the skills the character has honed come into play as a means of determining the result.

Almost anything that a character might learn could be considered a skill. The galaxy is a vast place, however, and not everything a person might learn applies directly to a dramatic game. To reflect this, the *Star Wars: The Force Awakens* **Beginner Game** includes a list of skills that are most likely to come up in the course of fast-paced adventures set within the *Star Wars* galaxy. The list might not cover every imaginable situation, but it should address the majority of skills characters are likely to use over the course of a **Beginner Game** session.

CAREER SKILLS

On the last two-page spread in each character folio, several skills are flagged to denote career skills. These are skills that define the core focus of a character's chosen career. These skills are less expensive to advance when spending experience.

SKILL RANKS

Every time a character prepares to make a skill check, the player who controls that character starts by forming a dice pool. The higher of the character's values for the relevant characteristic or skill determines the total number of Ability dice ◆. The smaller of these two values indicates how many of those dice are upgraded to Proficiency dice ⬢. A character who has not spent XP to purchase ranks in a skill is considered unskilled. This character has a value of 0 for the skill in question, and thus makes checks using that skill without any Proficiency dice ⬢.

The first two ranks of a skill represent that a character has a thorough grounding in that skill but limited practical experience. The third and fourth ranks are indicative of a true professional. These are individuals who have honed the skill thoroughly and can make their living at it. Few beings actually attain the fifth rank of a skill; after all, only a rare and gifted individual can adequately appreciate the artistry of a master, whatever that artisan's craft, so those who strive to attain this level of expertise must deliberately challenge themselves to perfect their skills.

SKILL DESCRIPTIONS

This section provides a basic description of each of the skills used in the *Star Wars: The Force Awakens* **Beginner Game**. Each skill is presented with clarifications on how it can best be used, along with notes on key differences from similar skills.

ASTROGATION (INTELLECT)

The Astrogation skill represents a character's ability to use knowledge of the galaxy to most effectively program the hyperspace coordinates for any jump. Astrogation examples include:

- Programming a navicomputer for a hyperspace jump.
- Providing an answer when a character wonders what other planets and systems are nearby.

ATHLETICS (BRAWN)

The Athletics skill serves as a measure of the character's overall fitness and physical conditioning. Athletics examples include:

- Climbing. The difficulty of this task is determined based on the surface and weather conditions.
- Swimming in difficult conditions. Water conditions—particularly waves, currents, and tides—dictate the overall challenge of any efforts to swim.
- Vertical and horizontal jumping. Gravitational conditions and the distance a character tries to jump are the factors most likely to affect difficulty calculations.

BRAWL (BRAWN)

Some individuals are thoroughly trained in unarmed combat, have natural weapons that they prefer to use during physical altercations, or seek to drop foes without seriously injuring them. In any of these situations, Brawl is the skill used to determine the success or failure of a hand-to-hand strike. Attacks made with Brawl can inflict wounds or strain upon their target (the attacker chooses when making the attack).

CHARM (PRESENCE)

An individual with the Charm skill is capable of giving just the right compliment to a target. Charm examples include:

- Persuading an individual to make a special exception to protocol through flattery, flirting, and grace.
- Appealing to a target to go out of the way to aid the characters, without any hope of remuneration.

Charm is often an opposed check, using the subject's Presence or Cool.

COERCION (WILLPOWER)

When a character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, the character uses Coercion. Examples include:

- Issuing a threat. An implied threat—such as gesturing or pointing towards a weapon—is sufficient to invoke the use of the Coercion skill.
- Questioning or persuading a target to yield information under conditions of physical captivity.

Coercion is an opposed check, resisted by the subject's Willpower or Discipline. Attempting to persuade a subject to betray core beliefs should always add an extra Difficulty die ◆ to the pool.

COMPUTERS (INTELLECT)

The Computers skill is used to program, manipulate, and exploit the seemingly infinite computer systems and droid brains found throughout the galaxy. This skill also governs the repair of a damaged computer system, defensive actions against an intruding slicer, and the routine maintenance needed to keep the software on a computer or droid running effectively. Computers examples include:

- Attempting to open a locked door, control an elevator, or bypass a security system.
- Altering a droid's programming or gaining access to its memories.

The difficulty for a Computers check is calculated based on any defenses present within the system and the inherent sophistication of the system against intrusion.

COOL (PRESENCE)

Resistance operatives need to be able to act casual in even the deadliest situations, to avoid blowing their cover. Characters with the Cool skill have the ability to stay calm and think clearly even as their lives hang in the balance.

Cool is also used to resist Charm and Negotiation.

In some combat situations, a character's Initiative is determined by the Cool skill. This is applicable under circumstances in which the acting character has calmly prepared to take action. See page 16 for full details.



COORDINATION (AGILITY)

When a character needs to balance on unstable surfaces, crawl through narrow openings, or tumble from dangerous heights, the character uses the Coordination skill. Coordination examples include:

- Walking across a narrow surface.
- Escaping from restraints.
- Crawling through the twists and turns of a sewage pipe, ventilation duct, or garbage chute.

DECEPTION (CUNNING)

When a falsehood plays the central part in a character's persuasive effort, then that character is employing the Deception skill. Attempts to deceive are subject to the perceptions of the target. Deception is opposed by the subject's Discipline. Deception examples include:

- Misleading a buyer or seller about the value of an object.
- Distracting an opponent through guile—even within the context of a physical confrontation.

DISCIPLINE (WILLPOWER)

The ability to maintain composure and react in an effective manner is governed by the Discipline skill. Discipline can enable a character to overcome attempted treachery and threats that others seek to impose. It is used to resist other characters' uses of Leadership, Coercion, and Deception. Discipline examples include:

- Acting normally when pinned by heavy fire.
- Facing down a terrifying foe rather than fleeing.

GUNNERY (AGILITY)

Gunnery applies to weapons that are typically too large for a person to carry. Gunnery examples include:

- Firing a starfighter's weapons.
- Using a vehicle-mounted weapon or a turret built into a defensive emplacement.

KNOWLEDGE (INTELLECT)

The actions that a character takes are often performed in reaction to the character's knowledge about a situation. Players can never be expected to know as much about life in the game setting as the characters who have lived there. The Knowledge skill serves to bridge this gap. It enables players to make decisions about their characters' actions that are informed by what the characters might know about the galaxy around them. Knowledge examples include:

- Recognizing accents, dress, and mannerisms that are associated with a particular world.
- Understanding basic scientific information.
- Deciphering an ancient piece of writing or identifying its context.
- Determining the best location to sell a cargo of goods.

LEADERSHIP (PRESENCE)

The Leadership skill represents a character's ability to instill faith and trust in friends, allies, and subordinates. Leadership examples include:

- Rallying allies.
- Swaying an assembled crowd to take action.

The difficulty of a Leadership check is based on the complexity of the orders a character is attempting to convey, as well as the intelligence and professionalism of the subjects that character is attempting to command.

MECHANICS (INTELLECT)

The Mechanics skill represents the expertise required to repair anything from a failed hyperspace engine to a trusty blaster. Mechanics examples include:

- Repairing a device that has suffered physical damage, provided the necessary tools and replacement components are available. Droids do not benefit from Medicine, but they can substitute the Mechanics skill for the same healing effects (see **Medicine**, below).
- Identifying the parts and tools necessary for a repair job along with their approximate cost.

MEDICINE (INTELLECT)

Through the course of their travels, characters are certain to suffer injuries. The Medicine skill is used to treat these injuries and perform first aid. Medicine examples include:

- Giving routine first aid.
- Treating for poison.
- Performing surgeries, implanting cybernetic augmentations, or administering psychological therapy—these generally require additional medical supplies.

When treating injuries, the difficulty of the check is based on the target's current state of health (see **Table 3–1: Medicine Check Difficulty**). On a successful check, the target recovers a number of wounds equal to the number of Successes ✲ generated by the Medicine check and an amount of strain equal to the amount of Advantage ☯ generated. Characters attempting to treat their own injuries increase the difficulty of the Medicine check by 2.

Droids do not benefit from Medicine, but they can substitute the Mechanics skill for these same healing checks.

TABLE 4–1: MEDICINE CHECK DIFFICULTY

State of Health	Medicine Check
Current wounds equal half of wound threshold or less	Easy (◆)
Current wounds more than half of wound threshold	Average (◆◆)
Wounds exceed wound threshold	Hard (◆◆◆)
Critical Injury	Critical Injury Severity Rating per **Table 3–4: Critical Injuries** on page 22

MELEE (BRAWN)

The majority of melee weapons depend upon the wielder's strength to inflict damage. Virtually any reasonably sturdy object can be used as a makeshift weapon, so a character who has become adept at the Melee skill can often make do with what's available. Attacks made with Melee inflict wounds upon their target unless the acting character has a weapon that specifically induces strain. .

NEGOTIATION (PRESENCE)

The art of negotiation deals with determining exactly how much of what a subject wants must be surrendered in order to get a particular good or service in return. Negotiation is opposed by the subject's Presence or Cool. Negotiation examples include:

- Purchasing goods or services for less than the seller's asking price.
- Selling goods or services—whether legal or of a more proscribed nature—at the best price possible.

PERCEPTION (CUNNING)

Characters must often maintain a careful awareness of their environment. The Perception skill represents the character's constant, passive state of awareness. Perception can be opposed by skills used for concealment or might have a difficulty set by the environment. Perception examples include:

- Noticing a trap or an ambush before falling prey to a surprise assault.
- Spotting a disguised opponent.
- Noticing a subtle clue, such as an overheard conversation or the smell of a recently fired blaster.

PILOTING (AGILITY)

The struggle against the First Order is fought on many fronts, and with myriad different vessels, from vast warships to lumbering walkers to nimble starfighters and atmospheric craft. No matter how a vehicle moves—by rolling, gliding, walking, flying, or floating—the skill that governs its use is Piloting.

Under normal conditions and for regular actions, a character is not required to make a Piloting check. When those actions are complicated by treacherous weather conditions, the use of a failing vehicle, or enemy fire, then the character piloting the craft must demonstrate expertise.

RANGED (HEAVY) (AGILITY)

When fired upon a target at range, weapons that are held with two hands offer a more stable firing platform than those that are held in a single hand. Further, rifles and other such firearms are generally more deadly and more accurate than their lighter counterparts. These large weapons depend upon the Ranged (Heavy) skill for their operation.

RANGED (LIGHT) (AGILITY)

The Ranged (Light) skill includes the use of any weapon that can be fired with one hand without the benefit of a brace or other support element.

RESILIENCE (BRAWN)

Resilience represents a character's physical fortitude against threats such as sleep deprivation, brutal climates, the most restrictive of rations, and ingested toxins. This skill reflects the body's ability to be pushed beyond reasonable limits. Resilience examples include:

- Attempting to go without sleep for significantly longer than is healthy for the character's species.
- Resisting the effects of a toxin after ingesting it.
- Enduring prolonged exposure to a hostile environment—such as one with extreme heat, cold, or toxic pollution.





SKULDUGGERY (CUNNING)

Skulduggery encompasses a broad range of skills that are crucial to performing physical covert operations such as picking pockets and locks, breaking into and out of secure facilities, sleight of hand, disguise, setting traps, and sundry other mischievous actions. At the Game Master's discretion, a particular Skulduggery check can use Agility instead of Cunning, to reflect a more physical approach. Skulduggery is often opposed by a target's Perception—for the watchful—or Vigilance. Skulduggery examples include:

- Picking a lock using physical tools rather than slicing into a computer. Note that not every electronic lock has a physical interface.
- Escaping from a cell by palming a key and safely navigating away from security elements.

STEALTH (AGILITY)

The Stealth skill reflects how talented a character is at not being noticed. Stealth examples include:

- Attempting to blend in with a crowd.
- Hiding from all of an opponent's senses.
- Hiding people or objects from the attentions of others, either through concealment or misdirection.

STREETWISE (CUNNING)

The Streetwise skill represents the ability of a character to survive in the less savory portions of the galaxy by recognizing the warning signs that come with danger as well as those that might signal an opportunity. Streetwise examples include:

- Looking for a merchant who specializes in unsavory goods or illicit services.
- Discovering rumors actively circulating within a region.

SURVIVAL (CUNNING)

Learning to recognize the dangers of the natural environment as well as how to exploit its resources is dependent upon the Survival skill. Survival examples include:

- Identifying safe food, potable water, or shelter in a natural environment.
- Recognizing the signs of dangerous weather conditions and knowing the best way to prepare for them.
- Tracking one's quarry through the wilderness—whether that target is game or an enemy soldier.

VIGILANCE (WILLPOWER)

In uncertain times, characters skilled in Vigilance are constantly prepared to face a variety of challenges and are far more likely to succeed than those who simply react to ever-changing circumstances. This sort of preparedness requires mental discipline, and also hinges upon the character's having the wisdom and foresight to keep a variety of essential tools and supplies close at hand.

In combat situations, outside of those times when a character has patiently prepared to begin the engagement, Vigilance is used to calculate Initiative. See page 16 for details.



V
TALENTS

Player Characters are often distinguished by their special abilities. Where a minor character might surrender to overwhelming odds, a hero is expected to dramatically triumph. Talents provide a game mechanic for a character to perform tasks with superhuman flair and ability. These generally represent specialized techniques that a character has mastered—typically through intense practice and study. A character is most likely to succeed when equipped with both a skill and a talent that is appropriate for the situation.

TALENT TREES

Each of the *Star Wars: The Force Awakens* **Beginner Game** character folios has a talent tree on the final spread. As the GM continues to award experience, the players can invest in it by selecting new talents from the trees.

Any time a player wishes to select a new talent for a character, the player must first make certain that it is currently accessible on the character's tree. In order to navigate to a new talent, the character must have already purchased all of the preceding talents listed on the tree, descending through a particular path on the tree. All such descents must follow the available lines shown on the tree. Note that for some trees, directly descending within a single column is not possible, because there is a break in the listing. In these cases, the character must first acquire a talent from an adjacent column and create a new path to the desired talent.

For more information on investing experience in talents, see **Investing Experience Points**, on page 15.

TALENT RANKS AND PURCHASING THE SAME TALENT MULTIPLE TIMES

Some trees have multiple entries for a single talent. This is because several of the talents can be learned repeatedly. When acquiring a talent for the second, third, or later time, a character gains an additional rank of the talent.

Example: Diane's character Mhar'li has one rank in the Rapid Reaction talent, which lets a character suffer 1 strain per rank to add an equal number of ✲ to initiative checks. As Mhar'li has one rank of the talent, she can only suffer 1 strain to add ✲ to an Initiative check. When Mhar'li purchases a second rank of Rapid Reaction, she can suffer 2 strain to add ✲✲ to Initiative checks.

TALENT DESCRIPTIONS

Below is a list of the talents used in the *Star Wars: The Force Awakens* **Beginner Game**. Every entry includes the information required for gameplay:

- **Activation** explains whether a talent is always in use (Passive) or if a character must take some sort of action in order to activate it (Active). If a talent is active, the type of action necessary for activation is indicated. Some talents can be activated on other characters' turns. If this is the case, the activation will also include the "Out of Turn" note.
- **Ranked** indicates whether a talent can be purchased multiple times (Yes) or only once (No).

ADVERSARY
Activation: Passive
Ranked: Yes
Upgrade the difficulty of any combat check targeting this character once per rank of Adversary (NPC only).

ANATOMY LESSONS
Activation: Active (Incidental)
Ranked: No
After a successful attack with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to Intellect to one hit of the attack.

BRILLIANT EVASION
Activation: Active (Action)
Ranked: No
The character may make the Brilliant Evasion action when piloting a vehicle or starship. The character selects one opponent and makes an **opposed Piloting (Planetary or Space) check**. On a success, the opponent's vehicle or starship cannot make any attacks against the character's vehicle for a number of rounds equal to the character's Agility. Brilliant Evasion can only be performed once per encounter.

COMMAND
Activation: Passive
Ranked: Yes
Gain one Boost die □ when making Leadership checks (or other checks to inspire, lead, or rally an audience) per rank of Command. Inspired targets also add one Boost die □ per rank to any subsequent Discipline checks they make over the next twenty-four hours. This does not increase with additional ranks of Command.

COORDINATED ASSAULT
Activation: Active (Maneuver)
Ranked: Yes
The character may take the Coordinated Assault maneuver. If he does so, a number of allies engaged with him equal to his ranks in Leadership gain ⟲ on combat checks they make until the beginning of the character's next turn. The range of this maneuver increases by one band per additional rank of Coordinated Assault.

CORELLIAN SENDOFF
Activation: Active (Action)
Ranked: No
When piloting a starship or vehicle, the character may take a Corellian Sendoff action targeting two enemy starships or vehicles in the encounter that are both of equal or smaller size than the character's ship. The character makes a **Hard (◆ ◆ ◆) Cool check**; if it succeeds, the targeted ships immediately suffer a minor collision with each other. For the rest of the encounter, both ships add ■■ to all checks. The character may spend ⊕ on this check to destroy one of the targeted enemy ships.

CRIPPLING BLOW
Activation: Active (Incidental)
Ranked: No
The character may voluntarily increase the difficulty of a combat check by one to deal a crippling blow. If he succeeds and deals damage, the target suffers one strain whenever he moves for the remainder of the encounter.

DODGE
Activation: Active (Incidental, Out of Turn)
Ranked: Yes
When targeted by a combat check (ranged or melee), the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed the character's ranks in Dodge.

ENDURING
Activation: Passive
Ranked: Yes
The character gains +1 soak value per rank of Enduring.

FERAL STRENGTH
Activation: Passive
Ranked: Yes
The character deals +1 damage to one hit on all successful Brawl and Melee checks per rank of Feral Strength.

FIELD COMMANDER
Activation: Active (Action)
Ranked: No
The character may take a Field Commander action. If the character succeeds at **Average (◆ ◆) Leadership** check, a number of allies equal to Presence may immediately suffer 1 strain to perform one maneuver. This does not count against the number of maneuvers they may perform during their turn. If there are any questions as to the order in which allies act, the character using Field Commander is the final arbiter.

GRAPPLE
Activation: Active (Maneuver)
Ranked: No
Once per round, the character may perform the Grapple maneuver. Until the beginning of the character's next turn, enemies must spend two maneuvers instead of one maneuver to move from engaged range to short range of the character.

GRIT
Activation: Passive
Ranked: Yes
Increase the character's strain threshold by one per rank of Grit.

HEIGHTENED AWARENESS
Activation: Passive
Ranked: No
Allies in short range of the character add one Boost die ☐ to Perception and Vigilance checks. Engaged allies add two Boost dice ☐ instead.

INDISTINGUISHABLE
Activation: Passive
Ranked: Yes
The character's appearance is so common that people have a hard time identifying distinguishing traits. Opposing characters upgrade the difficulty of any checks made to identify him once per rank of Indistinguishable.

KEEN EYED
Activation: Passive
Ranked: Yes
The character removes ■ per rank of Keen Eyed from Perception and Vigilance checks. Checks made to search a specific area take 50% less time than usual. This does not decrease with additional ranks of Keen Eyed.

LET'S RIDE
Activation: Active (Incidental)
Ranked: No
Once per round on the character's turn, the character may mount or dismount from a vehicle or beast, or slide into the cockpit or weapons station aboard a starship, as an incidental instead of a maneuver.

NATURAL BRAWLER
Activation: Active (Incidental)
Ranked: No
Once per game session, the character may reroll any one Brawl or Melee check.

NATURAL DOCTOR
Activation: Active (Incidental)
Ranked: No
Once per game session, the character may reroll any one Medicine check.

NATURAL MARKSMAN
Activation: Active (Incidental)
Ranked: No
Once per game session, the character may reroll any one Ranged (Light) or Ranged (Heavy) check.

NATURAL PILOT
Activation: Active (Incidental)
Ranked: No
Once per game session, the character may reroll any one Piloting (Space) or Gunnery check.

NOBODY'S FOOL
Activation: Passive
Ranked: Yes
The difficulty of any Charm, Coercion, or Deception checks attempted against the character is upgraded once for each rank of Nobody's Fool.

PHYSICAL TRAINING
Activation: Passive
Ranked: Yes
The character adds ☐ per rank of Physical Training to his Athletics and Resilience checks.

PHYSICIAN
Activation: Passive
Ranked: Yes
When this character makes a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.



PIN
Activation: Active (Action)
Ranked: No
The character may take the Pin action. By succeeding on an **opposed Athletics check** against an engaged opponent, the character immobilizes that opponent until the end of the character's next turn. In addition, the character may spend ⊕ generated on the check to increase the duration of the immobilization by one round.

QUICK DRAW
Activation: Active (Incidental)
Ranked: No
Once per round on the character's turn, he may draw or holster an easily accessible weapon as an incidental, not a maneuver.

QUICK STRIKE
Activation: Passive
Ranked: Yes
The character adds one Boost die □ per rank of Quick Strike to combat checks made against any target that has not yet acted in the encounter.

RAPID REACTION
Activation: Active (Incidental, Out of Turn)
Ranked: Yes
The character may suffer a number of strain to add an equal number of ✲ to any Vigilance or Cool check to determine Initiative order. The number may not exceed the character's ranks in Rapid Reaction.

RESEARCHER
Activation: Passive
Ranked: Yes
The character removes one Setback die ■ per rank of Researcher from all Knowledge checks. Researching takes 50% less time (this does not increase with multiple ranks).

RESOLVE
Activation: Passive
Ranked: Yes
When suffering strain, the character suffers one less strain per rank of Resolve, to a minimum of 1. This does not apply to voluntary strain loss.

SKILLED JOCKEY
Activation: Passive
Ranked: Yes
The character removes one Setback die ■ per rank of Skilled Jockey from all Piloting checks.

SNIPER SHOT
Activation: Active (Maneuver)
Ranked: Yes
Once per round before making a non-thrown ranged attack, the character may perform a maneuver to attempt a Sniper Shot. Sniper Shot increases the maximum range of his ranged weapons by up to one range band per rank. For each rank beyond the normal maximum range of the weapon, upgrade the difficulty of the check once (this is in addition to the increased difficulty of the shot due to longer range).

STALKER
Activation: Passive
Ranked: Yes
The character adds one Boost die □ per rank of Stalker to all Coordination and Stealth checks.

STROKE OF GENIUS
Activation: Active (Incidental)
Ranked: No
Once per game session, the character can choose to make one skill check using Intellect rather than the characteristic linked to that skill (but must also explain this flash of insight).

SURGEON
Activation: Passive
Ranked: Yes
When this character makes a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

TARGETED BLOW
Activation: Active (Incidental)
Ranked: No
On a successful attack during combat with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to Agility to one hit of the successful attack.

TOUGHENED
Activation: Passive
Ranked: Yes
Increase the character's wound threshold by two per rank of Toughened.

TRUE AIM
Activation: Active (Maneuver)
Ranked: Yes
Once per round, before the character makes a ranged attack, the character may perform a True Aim maneuver. By performing this maneuver, the character gains all the benefits for aiming and also upgrades the attack roll once per rank of True Aim.

UTILITY BELT
Activation: Active (Incidental)
Ranked: No
The character may spend one Destiny Point to perform a Utility Belt incidental to produce a previously undocumented —but essential—small tool from a utility belt, satchel, or pocket, with a rarity no greater than 4. This cannot be a weapon unless the weapon has the Limited Ammo 1 quality.

UNRELENTING SKEPTIC
Activation: Passive
Ranked: No
When targeted by a Deception check, the character automatically adds ▼ to the check equal to ranks in Vigilance.



VI GEAR AND EQUIPMENT

As important as skill and ability might be, sometimes it's just as useful to have a trusty blaster by your side. Having the right equipment can often help characters resolve tasks more effectively.

In the following section, players can find information on some common personal weapons, armor, and gear critical for fighting the good fight against the First Order.

CURRENCY

Goods and services are paid for with "credits." This is a universal term for everything from local units of currency with distinctive names and denominations to the galactic standard New Republic credit. All are interchangeable and can be carried as physical bills or coins, or tracked via digital cred sticks (also called "chips").

WEAPONS

The galaxy is filled with strange and wondrous devices. A large number of them are designed to blast, obliterate, or at the very least intimidate their wielder's foes. Below are some of the weapons most common to wanderers, pilots, and members of the Resistance—as well as to their foes!

AMMO

The weapons in *Star Wars* are primarily energy-based. Except when using weaponry with the Limited Ammo quality (see page 36), it is not necessary to track ammunition.

However, a weapon can still "run out" of ammo when a Despair symbol is rolled during combat. This reflects the weapon's energy source being drained. The character must perform a maneuver to slap a new energy cell into the weapon before it can be fired again.

BLASTERS

The most common type of weapon in the galaxy is the blaster. Most blasters can be set to Stun, overloading the victim's nervous system to cause temporary paralysis (see the Stun Damage weapon quality, under **Weapon Qualities**, on page 36). Stun beams can only be used at short and medium range, regardless of the weapon's normal range. Switching between "Stun" and "Kill" requires an incidental.

HOLDOUT BLASTER PISTOL

The smallest examples of blasters are easy to conceal but still pack a powerful punch. Add one Difficulty die ◆ to a character's Perception check when attempting to find a holdout blaster pistol on a person's body.

LIGHT BLASTER PISTOL

A good compromise between concealment and power, light blasters are favored by those who often need a firearm—but just as often need to pretend they don't.

BLASTER PISTOL

Most spacers carry standard blaster pistols. They pack a punch, have decent range, and are light enough to carry around at all times.

HEAVY BLASTER PISTOL

Heavy blasters are very powerful. Their only major drawback is that they can fire fewer shots than other blasters, a trade-off for the increased power. Game Masters can spend three Threat ⚙ symbols to have a heavy blaster pistol run out of ammo (see **Table 3–2: Spending Threat ⚙ and Despair ▽ in Combat**, on page 20).

BLASTER RIFLE / CARBINE

Blaster rifles and carbines are the typical firearms of soldiers and heavy security forces around the galaxy.

LONGSHOT BLASTER

This long-barrelled model of blaster rifle can accurately launch bolts much farther than standard varieties, but this range comes at the cost of penetrating power.

LIGHT REPEATING BLASTER

Light repeaters are support weapons for military and mercenary units. They feature a high rate of fire and are designed to suppress and injure unarmored personnel. The hail of "light" produced by these rapid-firing weapons is often enough to force enemies to ground.

EXPLOSIVES AND ORDNANCE

Fuel-powered devices might not be as ubiquitous as blasters, but they're no less deadly.

FRAG GRENADE

Frag grenades are designed to cause as much damage and mayhem as possible over a large area. They can be set to detonate on impact or set with a timer to detonate up to three rounds after being activated at the beginning of the attacker's action.

STUN GRENADE

Stun grenades shock the senses. They can be set to detonate on impact or set with a timer to detonate up to three rounds after being activated at the beginning of the attacker's action.

FLAME PROJECTOR

Flame-producing weapons are popular because of their wide and indiscriminate cone of fire, able to catch several individuals in a gout of flame. The wielder may choose to trigger the Burn quality multiple times, affecting a different target each time. However, Game Masters may spend ⚙ ⚙ or ▽ to apply the Burn quality to an ally hit by the original attack.

MICRO-GRENADE LAUNCHER

This weapon consists of a basic, smoothbore barrel attached to a stock and magazine with an automatic feed-system. Launchers allow the wielder to hurl larger grenades over longer distances, and the so-called "micro-grenades" are very small and very powerful, meaning the feed can hold dozens.

BRAWLING WEAPONS

This category includes weapons designed to fit directly over the fists.

DURAKNUCKLES

Dirty fighters and those looking to protect their fists from the tough hides of certain alien species rely on these metallic knuckles.

MELEE WEAPONS

Some wielders prefer a blade to a blaster, as they know the blade is far more reliable and just as deadly in the right hands.

HEAVY STAFF

Any length of solid material can serve as a weapon in capable hands.

HUNTING KNIFE

Sharp blades are as useful as tools as they are as weapons. A knife is also far easier to conceal than a firearm and equally lethal if the user is skilled in its use.

RIOT SHIELD

A thick, forearm-mounted shield carried by certain units of stormtroopers, this auxiliary defensive device is made of composite betaplast material and can turn aside blows and blast bolts alike.

SHOCK BATON / STAVE

Shock batons and staves use powerful conductors and contact vanes to send those struck by the weapon into convulsive fits, non-lethally neutralizing them as threats.

VIBROKNIFE

A vibroknife is essentially a modded combat knife. It contains a small but powerful device within the handle that vibrates the blade at an incredibly high frequency. This causes it to function as a miniature saw, and allows it to slice through armor and flesh with startling ease.

WEAPON QUALITIES

Some weapons feature special qualities. Special qualities are either passive or active. Passive qualities are always on and require no activation on the part of the user. Active qualities must be triggered by the user, requiring two Advantage results or one Triumph result to activate unless otherwise stated in their description.

Weapon qualities often have a number associated with them. This is their **rating**. Ratings affect qualities in different ways, depending on the quality in question.

AUTO-FIRE (ACTIVE)

An Auto-fire weapon has the chance to hit multiple targets or strike a single target multiple times but with sacrificed accuracy. The attacker must increase the difficulty of his attack roll by one (add one Difficulty die ◆ to the attack roll).

Auto-fire requires two Advantage to activate, and can be activated multiple times. Each time it is activated, the weapon deals an additional hit to the target or to another target engaged with the first target. Each of these counts as an additional hit from that weapon, and each hit deals base damage plus the number of net Successes ✲ scored on the check.

Note that each target can never suffer more Critical Injuries than the number of times it was hit by the weapon.

BLAST (ACTIVE)

The weapon has a large spread or explosive blast. If the attack is successful and Blast activates, each character (friend or foe) engaged with the original target suffers damage equal to the weapon's Blast rating (plus an additional damage per net Success ✲ as usual). If the Blast quality doesn't activate, the ordnance still detonates, but it only hits the original target for normal damage.

BURN (ACTIVE)

Weapons with Burn inflict damage over time. When the Burn quality is activated, a single target of the attack continues to suffer the weapon's base damage each round for a number of rounds equal to the weapon's Burn rating. Damage is applied at the start of each of the target's turns.

Victims can stop the damage by making an **Easy (◆) Coordination check** as an action on their turn. Submersion in a body of water stops the damage immediately.

CUMBERSOME (PASSIVE)

A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapon's Cumbersome rating. For each point of Brawn by which the character is deficient, he must increase the difficulty of all checks made while using the weapon by one.

DEFENSIVE (PASSIVE)

A character wielding a weapon with the Defensive quality increases melee defense by the weapon's Defensive rating.

DEFLECTION (PASSIVE)

A character wielding a weapon with the Deflection quality increases ranged defense by the weapon's Deflection rating.

DISORIENT (ACTIVE)

A weapon with Disorient can daze an opponent. When Disorient is triggered, the target is disoriented for a number of rounds equal to the weapon's Disorient rating. A disoriented target adds one Setback die ■ to all skill checks the target performs.

KNOCKDOWN (ACTIVE)

When Knockdown is triggered, the target is knocked prone.

ION (PASSIVE)

Ion weapons are designed to knock out opponents' shields, sensors, and engines. They have shorter range than laser weapons and deal larger amounts of damage, but their damage is dealt as strain. This damage is still reduced by armor and soak.

LIMITED AMMO (PASSIVE)

A weapon with the Limited Ammo quality can be used to make a number of attacks equal to its Limited Ammo rating before it must be reloaded with a maneuver. In addition, each shot expends one of a limited number of rounds, which must be purchased or otherwise obtained before the weapon can be used again. This also applies to grenades and other "one use" weapons that have the Limited Ammo 1 quality.

PIERCE (PASSIVE)

An attack made with this weapon ignores an amount of soak equal to the weapon's Pierce rating. If the weapon has a higher Pierce rating than the target's total soak, attacks made with it completely ignore that target's soak.

> For example, Tiras stabs a Guavian Death Ganger with his vibroknife, which has Pierce 2. If that Guavian has 4 soak, Tiras ignores 2 of that soak, and the Guavian counts as only having 2 soak against his attack. If the Death Ganger had 2 soak, then Tiras's attack would ignore its soak entirely.

STUN DAMAGE (PASSIVE)

Some weapons deal Stun damage instead of regular damage. In this case, the weapon deals damage as strain instead of wounds. This damage is still reduced by a target's soak.

STUN SETTING (ACTIVE)

As an incidental action, the wielder can choose to switch the setting of the weapon to "Stun." In this case, it does Stun damage as described above.

WEAPON CHARACTERISTICS

Each weapon has a variety of characteristics that define its abilities and make it distinct.

NAME

The general name of the weapon.

TABLE 6-1: WEAPONS

Name	Skill	Dam	Crit	Range	Price	Special
Blasters						
Holdout Blaster	Ranged (Light)	5	4	Short	200	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	300	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	400	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	700	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	850	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	900	Stun setting
Longshot Blaster	Ranged (Heavy)	8	3	Extreme	800	Stun setting
Light Repeating Blaster	Ranged (Heavy)	11	3	Long	6,000	Auto-fire, Cumbersome 4, Pierce 1
Explosives and Ordnance						
Frag Grenade	Ranged (Light)	8	4	Short	50	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	N/A	Short	75	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage
Flame Projector	Ranged (Heavy)	8	2	Short	1,000	Blast 8, Burn 3
Micro-Grenade Launcher	Gunnery	10	3	Medium	2,000	Blast 8, Cumbersome 3
Brawling Weapons						
Duraknuckles	Brawl	+1	4	Engaged	25	Disorient 3
Melee Weapons						
Heavy Staff	Melee	+1	4	Engaged	25	
Hunting Knife	Melee	+1	4	Engaged	25	
Riot Shield	Melee	+0	5	Engaged	75	Defensive 2, Deflection 1
Shock Baton	Melee	+2	4	Engaged	300	Disorient 3, Stun setting
Shock Stave	Melee	+4	4	Engaged	400	Disorient 4, Knockdown
Vibroknife	Melee	+1	2	Engaged	250	Pierce 2

SKILL USED

The combat skill used when attempting an attack with this weapon.

BASE DAMAGE (DAM)

The base damage the weapon inflicts before adding damage from uncanceled Successes ✡. When calculating the total damage for a hit, each net Success ✡ generated by the attack check adds one point of damage to this base damage rating.

CRITICAL RATING (CRIT)

Indicates the number of Advantage ✪ required to trigger a Critical Injury using this weapon.

RANGE

The effective range of the weapon. See **Range Bands**, on page 21.

PRICE

This is the price of the weapon on the open market.

SPECIAL

The qualities or other special rules this weapon possesses. More in-depth descriptions of these qualities can be found on page 36, while rules specific to a certain type of weapon are described in the weapon's description, on page 35.

ARMOR

Armor offers some protection against glancing blaster bolts and weapon strikes, and also from area-effect weapons like frag grenades.

TABLE 6-2: ARMOR

Type	Defense	Soak	Price
Heavy Clothing	0	1	50
Padded Armor	0	2	500
Stormtrooper Armor	0	2	750
Armored Clothing	1	1	1,000
Heavy Battle Armor	1	2	5,000

ARMOR CHARACTERISTICS

Whether it's a blast helmet or a vest, each kind of armor has the following characteristics in common.

DEFENSE

The armor's defense adds Setback dice ■ directly to the attacker's pool. This reflects the armor's ability to deflect damage away from the user's body.

SOAK

Soak is added to the target's Brawn and subtracted from any incoming damage suffered.

ARMOR TYPES

Below is a list of the some of the most common armor types found throughout the galaxy.

HEAVY CLOTHING

A good leather jacket or thick woolen cloak won't stop much damage, but it can misdirect an occasional knife blade or blaster bolt away from the wearer's flesh.

PADDED ARMOR

Padded armor is woven with tough, energy-resistant fibers. It tends to absorb and resist some of the power of a blaster bolt, although it often proves little use against a solid hit.

STORMTROOPER ARMOR

The stormtroopers of the First Order wear full-body suits of sophisticated laminate composite material that helps absorb and turn aside blaster fire.

ARMORED CLOTHING

This category of armor covers light vests, jackets, or pants plated with plastoid or ceramic pads. This armor type is very light but covers the most important vital organs. An **Average (◆◆) Perception check** detects that a person's clothing is plated.

HEAVY BATTLE ARMOR

Certain heavy stormtroopers, bounty hunters, and even droids are fitted with heavy armor. Heavy battle armor can be sealed, or it can take the form of a heavy vest and blast helmet.



GEAR

It might not be as exciting as a blaster, but basic equipment is often the foundation for success.

BACKPACK

A backpack can serve many important functions, especially for carrying survival gear (or even smaller allies and droids).

BINDERS

Binder restraints are designed to keep a conscious prisoner subdued and manageable. Breaking free of binders is often a matter of either sheer brawn or impressive agility, and so escaping a set of binders requires a **Daunting (◆◆◆◆) Athletics** or **Coordination check**.

BREATH MASKS AND RESPIRATORS

Not all planets and environments are hospitable to all species, and thus many travelers require mechanical aids to help them breathe outside of their native habitats. Some examples of these devices include simple nose plugs, filtration masks, and aquatic rebreathers for activity underwater.

CLIMBING GEAR

Climbing gear consists of syntherope, pitons, and either hook or magnagrapple, allowing a character to create artificial handholds, rope lines, belay points, and other useful configurations when climbing.

COMLINK

Comlinks allow for ranged audio communication between two parties. Some models are built into helmets and armor segments. Most operate on a standard set of frequencies that can be adjusted as desired to elude detection.

DATAPAD

Datapads are common on most technologically civilized planets, and are used to record, store, display, and organize nearly any kind of data, from basic text to holographic recordings.

ELECTROBINOCULARS

Electrobinoculars allow the user to see normally in low light or extremely bright conditions, and can magnify targets up to ten kilometers away. When using electrobinoculars, characters remove up to one Setback die ■ imposed due to long range or poor light.

THE RIGHT TOOLS FOR THE JOB

In the *Star Wars: The Force Awakens* **Beginner Game**, each unique piece of gear does not always provide a unique bonus to gameplay mechanics. This is due to the narrative nature of the system. Instead, many pieces of gear aid users in difficult tasks or allow them to perform tasks that would have been impossible otherwise. The GM and player can agree to add one Boost die ■ to the dice pool for a given action when a character uses a beneficial (and relevant) piece of gear or equipment.

TABLE 6-3: GEAR

Item	Price
Backpack	50
Binders	25
Breath Mask/Respirator	25
Climbing Gear	25
Comlink	25
Datapad	75
Electrobinoculars	250
Emergency Medpac	100
Extra Reloads/Power Packs	25
General Purpose Scanner	500
Glow Rod/Fusion Lantern	10
Hand Scanner	100
Lock Breaker	200
Medical Kit	400
Quadnoculars	75
Ration Pack	5
Space Suit	100
Stimpack	25
Tool Kit	350
Utility Belt	10

EMERGENCY MEDPAC

Emergency medpacs allow for basic first aid in the field. A character using an emergency medpac can attempt to heal others using Medicine checks without penalty, as detailed on page 24.

EXTRA RELOADS/POWER PACKS

Extra reloads help characters mitigate an "out of ammo" Despair ▽ result with a ranged weapon. By spending a maneuver, they may reload their weapons and get back in the fight.

GENERAL PURPOSE SCANNER

Scanners indicate the nearby presence of life forms, heat fronts, radiation sources, acoustic emissions, or any combination thereof. The motion sensing operates up to a distance of half a kilometer, while the remaining systems can detect targets up to a kilometer and a half away.

ODDS AND SUNDRIES

There are plenty of pieces of gear that characters are likely to carry that are too mundane or inexpensive to track on their character sheets. Writing implements, pocket knives, street clothing, snacks, mementos: all of these things and more are details that can embellish a character, but are not important enough to track in a meticulous fashion. Player Characters can assume that they have any number of miscellaneous sundries on them, depending on what they feel their characters would actually carry.

GLOW RODS AND FUSION LANTERNS

Chemical and electric light sources come in many shapes and sizes throughout the galaxy. A glow rod is a handheld light source that illuminates an area in a directional beam, while a fusion lantern emits light in a broad radius.

HAND SCANNER

"Hand scanner" is a catchall designation for a wide variety of handheld scanning devices designed to run specific-purpose scans, checking for atmospheric contaminants, poisons, vermin, or (in the case of mechanics) microfractures or stress points.

LOCK BREAKER

Lock breakers are mechanical and slicer tools used to disable both physical and electronic locks.

MEDICAL KIT

This kit allows the user to perform relatively complicated medical procedures in the field. It allows characters to attempt to heal others using Medicine checks without penalty, as described on page 24, and additionally grants a Boost die □ on all attempts. In addition, the internal stim storage grants the user three stimpacks per day.

QUADNOCULARS

Quadnoculars use rugged imaging systems to magnify far-off objects for their users. When using quadnoculars, characters may also remove up to one Setback die ■ imposed due to long range.

RATION PACKS

Consisting of such delectables as veg-meat and polystarch bread, ration packs can be easily reconstituted into a full serving through built-in heat infusers and limited hydration.

SPACE SUIT

Given that most travel occurs in space, having a sealed suit on hand just in case of small concerns such as compromised hull integrity is usually a good idea. Most suits come with repair packs to seal small tears or gasket leaks.

STIMPACK

Stimpacks are auto-injection tubes filled with medicine, bacta, and painkillers. It takes a maneuver for a character to inject a stimpack; this can affect that character or an engaged ally. A stimpack is a one-use item and its effects are described on page 24.

TOOL KIT

There is little a skilled mechanic cannot fix with a well-stocked tool kit, given adequate time to conduct the repairs. Tool kits also allow engineers and other technicians to perform Mechanics checks without penalty and to make Mechanics checks to "heal" droids (see page 27).

UTILITY BELT

A simple piece of tactical harness used by soldiers, mercenaries, bounty hunters, smugglers, and adventurers the galaxy over. A utility belt has numerous pockets, pouches, and clips that allow the wearer to keep many items and tools within easy reach.





VII ADVERSARIES

The galaxy is an almost incomprehensibly vast place, with more variety than any one being can hope to experience and appreciate during a lifetime. Still, if the PCs have arrived in a new place, they have likely gone there to oppose the First Order. As such, they will face foes, obstacles, and adversaries, be they of a military, social, or intellectual nature.

Characters will likely encounter opponents posing three different levels of threat to the average group of characters. Although some variation is to be expected, the broad categories are called minions, rivals, and nemeses.

MINIONS

Minions are the most common NPCs that the PCs encounter. These are nameless opponents who provide muscle to flesh out encounters, and are only dangerous in groups. Minions have several unique rules that reflect their status as disposable adversaries.

- Minions do not suffer strain. Anything that would inflict strain on a minion inflicts wounds instead. They also cannot voluntarily suffer strain.
- Minions do not possess skills. They can compensate for this by operating as a group. A minion's profile lists several skills in which it gains ranks when acting as part of a group.
- Minions can fight as a group. Minions are only deployed in groups of the same type. When deployed in a group, the minions operate in concert and share a single total wounds threshold (their individual wounds combined). Damage inflicted to any member of the unit is added to the group's total number of wounds incurred, with individual members being eliminated as their share of the group's combined wound threshold is exceeded. For example, a unit of five minions (each with a individual wound threshold of 5) would have a combined wound threshold of 25. When the total wounds the unit suffers exceeds 5 wounds, one member of the unit is eliminated. When characters attack a group, they attack the group as a whole, not an individual. Likewise, minions make one attack per group, not per individual. However, working as a group allows minions to mitigate their lack of skills. When operating as a group, the minions treat each member beyond the first as one skill rank for certain skill checks noted in their profile. Thus, a group of four First Order stormtroopers would count as having three ranks (for the three additional troopers after the first) in any relevant checks the group was called on to make. This only applies to checks involving the skills listed in the minion profiles.
- Minions are killed by Critical Injuries. If a minion suffers a Critical Injury, it is killed outright (or incapacitated,

at the GM's discretion). If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds.

RIVALS

Rivals are more dangerous than minions, but still inferior to most Player Characters. Rivals follow most of the same rules as Player Characters do, with the following exceptions.

- Rivals suffer Critical Injuries normally. However, when a rival exceeds his wound threshold, the rival can be killed outright (instead of incapacitated) at the GM's discretion.
- Rivals do not suffer strain. When a rival would normally suffer strain, the rival suffers an equivalent number of wounds instead. Rivals can, however, use abilities or invoke effects that would normally cause a character to suffer strain; this simply causes them to suffer wounds instead.

NEMESES

The nemesis is the dark reflection of the Player Character. A nemesis is a PC's equal or superior in almost every way; this is necessary to ensure that such important foes are able to pose a threat to an entire party. Nemeses frequently possess a number of talents, high characteristics, and skills, and their weaponry and armor can endanger even the strongest parties. Nemeses suffer strain and wounds normally and do not have any exceptions governing their operations.

ADVERSARY LIST

In addition to the profiles found in the **Beginner Game** introductory adventure, the GM can use the following list of foes in subsequent game sessions.

RESISTANCE STARFIGHTER ACE [RIVAL]

Like the former Rebellion, whose ideals they still fight for, the Resistance puts great stock in their starfighter forces. Rightly so, for the aces of the Resistance are some of the best pilots in the galaxy.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	4	2	2	2	2

SOAK VALUE	W. THRESHOLD
2	12

Skills: Cool 3, Gunnery 2, Piloting 3.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit, astromech droid.



RESISTANCE MEDICAL DROID [RIVAL]

Droids have been a mainstay in the medical field for generations. With sophisticated programming and integrated surgical equipment, these droids are able to keep the relatively small Resistance force at fighting strength.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	2	1	1	1

SOAK VALUE	W. THRESHOLD
3	10

Skills: Discipline 1, Medicine 3, Perception 2.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Built-in diagnostic and surgical tools (counts as medpac as well as stimpack that can be used once per session).

RESISTANCE OFFICER [NEMESIS]

Pulled from the veterans of the Galactic Civil War, the leaders of the Resistance remember well the threat that the remnants of the old Galactic Empire posed and now keep watch on the growth of the First Order.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	3	2	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD
3	10	13

Skills: Astrogation 1, Discipline 1, Leadership 3, Perception 1, Ranged (Light) 2.
Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice), Command 2 (gain ☐☐ when making Leadership checks to inspire, lead, or rally allies; inspired targets add ☐ to all subsequent Discipline checks for twenty-four hours), Coordinated Assault 2 (may take the Coordinated Assault maneuver; if he does so, 3 allies within short range of the character gain ☯ on combat checks they make until the beginning of the character's next turn.)
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), Resistance uniform (+1 soak), datapad, comlink.

FIRST ORDER STORMTROOPER [MINION]

The foot soldiers of the First Order are raised as warriors from birth. Unlike that of the Galactic Empire, the training regimen of the First Order emphasizes guerilla warfare, improvisation, and unquestioning loyalty.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD
5	5

Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy). Vigilance.
Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads.

FIRST ORDER RIOT TROOPER [RIVAL]

In the subdued worlds within First Order territory, stormtroopers act as a first line of control and authority. When dealing with rebellious or unruly populations, stormtroopers come prepared with non-lethal riot gear in the form of riot control batons and shields.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD
5	10

Skills: Athletics 1, Discipline 2, Melee 2, Vigilance 1.
Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), Natural Brawler (once per game session, may reroll any one Brawl or Melee check).
Equipment: Shock baton (Melee; Damage 5; Critical 4; Range [Engaged]; Disorient 3, Stun setting), riot shield (Melee; Damage 3; Critical 5; Range [Engaged]; Defensive 2, Deflection 1), blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), stormtrooper armor (+2 soak), utility belt.



FIRST ORDER SPECIALIST TROOPER [RIVAL]

Units of First Order stormtroopers are accompanied by specialist troopers carrying heavy weaponry designed for specific engagements. Flametroopers wield terrifying flame projectors to drive entrenched enemies out of cover, while specialists carrying light repeating blasters lay down a hail of blaster bolts to suppress even the most courageous foe.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD
5	10

Skills: Athletics 1, Discipline 2, Ranged (Heavy) 2, Vigilance 1.
Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).
Abilities: Flame resistant armor (does not suffer the effects of the Burn quality; does not suffer blast damage from a weapon with the Burn quality).
Equipment: Flame projector (Ranged [Heavy]; Damage 8; Critical 2; Range [Short]; Blast 8, Burn 3) and flame resistant armor *or* light repeating blasters with slings (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1) and stormtrooper armor (+2 soak), utility belt.

FIRST ORDER FLEET OFFICER [NEMESIS]

Trained in secret shipboard military academies created by the remnants of the Imperial Fleet, the officers of the First Order Fleet often see their ships as their homes and may have never set foot planetside. Highly trained leaders, these officers can synthesize highly complex tactical data and direct the forces beneath them with practiced ease.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	3	2	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD
3	10	13

Skills: Coercion 2, Cool 2, Discipline 2, Knowledge 1, Leadership 3, Ranged (Light) 1.
Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice), Field Commander (May perform a Field Commander action and make an **Average (◆◆) Leadership check**; if successful, 3 allies may immediately suffer 1 strain [or wound, if rivals or minions] to perform one maneuver; this does not count against the number of maneuvers they may perform in their turn).
Abilities: Overwhelming Fire (may perform a maneuver to direct one First Order Stormtrooper minion group within medium range; the group may perform an immediate free combat check action).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), officer uniform (+1 soak), long range comlink.

JAKKU SCAVENGER [RIVAL]

The desert wastes of Jakku are unforgiving to all but the most hardy sorts. Those who can scrape a living from the wrecks buried in the sand are tough, solitary figures.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	2	2

SOAK VALUE	W. THRESHOLD
2	12

Skills: Perception 2, Melee 1, Ranged (Heavy) 2, Resilience 3, Survival 3.
Talents: Keen Eyed (remove ■ per rank of Keen Eyed from Perception and Vigilance checks; checks made to search a specific area take 50% less time than usual).
Equipment: Longshot blaster (Ranged [Heavy]; Damage 7; Critical 3; Range [Extreme]; Stun setting), hunting knife (Melee; Damage 3; Critical 4; Range [Engaged]).

LUGGABEAST [RIVAL]

These beasts of burden are cybernetically enhanced to greatly increase their endurance and strength.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	1	1	2	2	1

SOAK VALUE	W. THRESHOLD
7	18

Skills: Athletics 2, Brawl 1, Resilience 2, Survival 3.
Abilities: Awkward (luggabeasts have great physical strength, but their bulk imposes severe limitations in flexibility and agility; they add ■■■ to all Brawl, Melee, and Coordination checks), Cyborg Reinforcement (luggabeasts ignore Stun damage and can survive in vacuum or underwater for 10 minutes), Strong as a Luggabeast (luggabeasts can carry or drag enormous amounts of weight, far in excess of their own mass).
Equipment: Trampling bulk (Brawl; Damage 4; Critical 5; Range [Engaged]; Knockdown), thick hide (+3 soak).

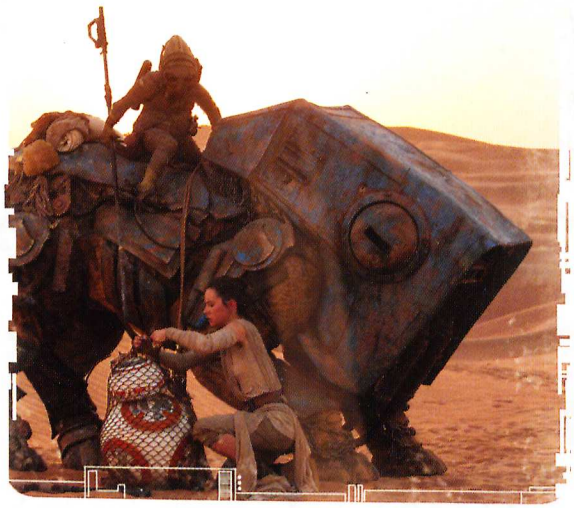
JAKKU TRADER [RIVAL]

The only things of real value to the people of Jakku are food and water. Those who control the food and water hold a great deal of sway among the scavengers of the desert planet, providing sustenance in return for long days spent salvaging the starship hulks that scatter the planet.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	4	2	3

SOAK VALUE	W. THRESHOLD
2	8

Skills: Charm 2, Cool 2, Deception 2, Knowledge 2, Negotiation 3, Streetwise 2.
Talents: Nobody's Fool 2 (upgrade the difficulty of any Charm, Coercion, or Deception checks attempted against a Jakku Trader once for each rank of Nobody's Fool.)
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting).



JAKKU CRIMINAL [MINION]

Of course, where resources are scarce, there are those who would acquire them through violence and skulduggery. The criminal element on Jakku is an ever-present threat to those eking out a living day by day.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	1

SOAK VALUE	W. THRESHOLD
4	4

Skills (group only): Brawl, Ranged (Light), Skulduggery.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), duraknuckles (Brawl; Damage 4; Critical 4; Range [Engaged]), heavy clothing (+1 soak).

GUAVIAN DEATH GANG SECURITY SOLDIER [MINION]

Slavishly loyal and utterly ruthless, the security soldiers of the Guavian Death Gang have traded their humanity and morality for dangerous and illegal cybernetic enhancements.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1

SOAK VALUE	W. THRESHOLD
4	6

Skills (group only): Mechanics, Melee, Ranged (Heavy).
Abilities: Cyborg Reinforcement (Guavian Death Gang Security Soldiers ignore Stun damage and can survive in vacuum or underwater for ten minutes).
Equipment: Percussive cannon (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Knockdown), implanted vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2), cybernetic armor (+2 soak), utility belt.

GUAVIAN DEATH GANG GRENADIER [RIVAL]

The Guavians are ever on the forefront of the black market weapons industry. In each of the major manufacturing houses, they have contacts providing them with "misplaced" prototypes of the most dangerous arms in the galaxy.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1

SOAK VALUE	W. THRESHOLD
5	10

Skills: Gunnery 3, Mechanics 2, Resilience 2, Vigilance 2.
Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), Crippling Blow (may voluntarily increase the difficulty of a combat check by one to deal a crippling blow; upon a success that deals damage to the target's wound threshold, the target suffers 1 strain whenever he moves for the remainder of the encounter.)
Abilities: Cyborg Reinforcement (Guavian Death Gang Grenadiers ignore Stun damage and can survive in vacuum and underwater for ten minutes).
Equipment: Microgrenade launcher (Gunnery; Damage 10; Critical 3; Range [Medium]; Blast 8), heavy cybernetic armor (+3 soak).

KANJIKLUB GANGSTER [RIVAL]

The proud and resourceful warriors of the Kanjiklub are masterful tinkers and scavengers. Following the traditions of their ancestors, who suffered under generations of enslavement by the Hutts, Kanjiklubbers scratchbuild, modify, and scavenge their arms and equipment.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	2	2

SOAK VALUE	W. THRESHOLD
4	8



Skills: Coordination 1, Mechanics 2, Negotiation 1, Ranged (Light) 2, Ranged (Heavy) 2.
Equipment: Jury-rigged blaster pistol (Ranged [Light]; Damage 4; Critical 4; Range [Medium]; Disorient 3, Pierce 3) *or* jury-rigged blaster rifle (Ranged [Heavy]; Damage 8; Critical 4; Range [Long]; Knockdown), scavenged armor (+2 soak), comlink, mechanic's tool kit.



RATHTAR [NEMESIS]

Horrifying tentacular monsters, at first glance these aliens appear to be little more than primitive eating machines, but they display complex pack-hunting instincts.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	3	1	2	2	1

SOAK VALUE	W. THRESHOLD	S. THRESHOLD
7	32	12

Skills: Athletics 2, Brawl 2, Resilience 2, Vigilance 1.
Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice), Grapple (once per round, may perform the Grapple maneuver; until the beginning of the rathtar's next turn, enemies must spend two maneuvers instead of one maneuver to move from engaged range to short range of it).
Abilities: Easy Prey (when a rathtar makes an attack against an immobilized enemy, it lowers the Critical Rating of its lamprey maw to 1 for the duration of the attack).
Equipment: Plethora of tentacles (Brawl; Damage 6; Critical 4; Range [Short]; Spend 2 Advantage : the target may not make maneuvers until the end of the following game round), lamprey maw (Brawl; Damage 10; Critical 3; Range [Engaged]).



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SKILL DESCRIPTIONS

SKILL	CHARACTERISTIC	USED FOR...
Astrogation	Intellect	Calculating hyperspace routes and navigating the galaxy.
Athletics	Brawn	Climbing, jumping, swimming, and other feats of strength and power.
Brawl	Brawn	Attacking with bare hands, brass knuckles, or similar weapons.
Charm	Presence	Sweet-talking, appealing to better nature, and convincing someone to like or help you.
Coercion	Willpower	Threatening and intimidation, interrogation, or similar.
Computers	Intellect	Accessing, using, or bypassing computer systems.
Cool	Presence	Staying calm in a tense situation, being unruffled, checking initiative when not surprised.
Coordination	Agility	Keeping one's balance, slipping free of restraints, landing on one's feet, being nimble.
Deception	Cunning	Lying, laying a false trail, distracting an opponent in combat.
Discipline	Willpower	Resisting or overcoming fear, staying on task when distracted or deceived.
Gunnery	Agility	Attacking with heavy weaponry such as missile launchers or starship weapons.
Knowledge	Intellect	Knowing obscure facts and information of all sorts.
Leadership	Presence	Helping allies to overcome fear, swaying a crowd over to your cause, organizing a group.
Mechanics	Intellect	Identifying a fault with a machine, repairing a machine, restoring wounds to a Droid.
Medicine	Intellect	Diagnosing an illness, healing a disease or injury, restoring wounds to an organic being.
Melee	Brawn	Attacking with knives, vibro-axes, and other melee weapons.
Negotiation	Presence	Striking a deal, getting a better price, securing good terms on a business arrangement.
Perception	Cunning	Noticing something hidden or subtle, searching for clues, seeing through a disguise.
Piloting	Agility	Steering or flying a vehicle of any type.
Ranged (Heavy)	Agility	Attacking with blaster rifles, blaster carbines, and other heavy ranged weapons.
Ranged (Light)	Agility	Attacking with blaster pistols, heavy blaster pistols, and other light ranged weapons.
Resilience	Brawn	Being tough and stubborn, resisting poison, disease, heat and cold, or other ill effects.
Skulduggery	Cunning	Picking locks, picking pockets, palming small items, identifying flaws in security systems.
Stealth	Agility	Moving about undetected, hiding from pursuit.
Streetwise	Cunning	Finding black market goods, getting the word on the street, staying safe in urban environments.
Survival	Cunning	Finding food and shelter in the wild, tracking someone, handling a domesticated animal.
Vigilance	Willpower	Preparing for a crisis, remaining alert, checking initiative when surprised.



Success ✲ symbols are canceled by Failure ▼ symbols; if there are any Success ✲ symbols left, the check succeeds.



Triumph ⊕ symbols count as Success ✲ symbols and may also be spent to trigger a powerful positive consequence.



Advantage ❍ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ⚙ symbols.



Failure ▼ symbols cancel Success ✲ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✲ symbols, the check is a failure.



Despair ▽ symbols count as Failure ▼ symbols (they cancel Success ✲ symbols) and may also be spent to trigger a powerful negative consequence.



Threat ⚙ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ❍ symbols.

SYMBOLS AND DICE



Ability Die ◆



Proficiency Die ●



Difficulty Die ◆



Challenge Die ●



Boost Die ■



Setback Die ■



Force Die ●